San Diego, CA 92131

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EDUCATION

University of California, San Diego

San Diego, CA

Major in Computer Science, Minor in Psychology | GPA: 3.75

Expected Graduation June 2024

Relevant Coursework: Data Structures and Algorithms. Theory of Computation. Design & Analysis of Algorithms.

Software Engineering. Discrete Mathematics. Computer Architecture. Operating Systems.

Scripps Ranch High School

GPA: 4.68 (Weighted) 3.93 (Unweighted)

San Diego, CA June 2020

TECHNICAL SKILLS

Programming Languages: Java. Python. C/C++. SQL. HTML/CSS. JavaScript. SystemVerilog **Tools and Technology:** Git. Android Studio. Visual Studio. Copilot. Power BI. Zenhub. Microsoft Suite

WORK EXPERIENCE

Test Data Mining Intern

Jun 2023 - Sept 2023

HM Electronics | Carlsbad, CA

- Spearheaded phase 3 of an internal test data tracking website used by engineers. Collaborated with team to gather requirements and design mockups
- Implemented and debugged enhancements to website using Microsoft SQL, HTML, CSS, and JavaScript, resulting in reduction of software development time from 8 months to just 3 weeks
- Produced summary reports using Power BI to support various project needs

Web Development Intern

Roseys (sunglass company) | Remote

Mar 2023 - June 2023

- Collaborated with company owner to transition the existing Squarespace website to a Shopify platform, driving a strategic redesign to align with the brand's sustainability focus and appeal to the target audience
- Actively contributed to the development and testing phases of new website, ensuring a seamless transition and improved user experience

Student Research Assistant

Jun 2022 - Sept 2022

University of California, San Diego | Remote

- Researched how live programming could benefit program synthesis, specifically Copilot
- Developed a set of benchmarks of Python code to test Copilot's functionality
- Designed and integrated new features to an existing live programming environment, Projection Boxes, to better visualize synthesized code from Copilot

STEM Instructor

Jun 2019 - Sept 2022

Jing Institute | San Diego, CA

- Taught 60 students (1st-6th graders) each week fundamentals of robotics, principles of coding, and mathematics
- Developed engaging lesson plans for the school year

PROJECTS

PBUnit Project Leader with Early Research Scholars Program

- Collaborated with 2 students to build PBUnit (in Python): a testing framework within an existing live programming environment, Projection Boxes
- Designed and conducted user studies to examine whether a live programming environment would improve a programmer's testing experience. Created poster to summarize results.
- Accepted into the ACM Student Research Competition at PLDI June 2022

ZOOSEEKER Project Manager

- Led a team of 6 members to create a hypothetical app for the San Diego zoo using Android Studio in Java
- Features include searching for exhibits, creating a plan, getting directions, remapping based on location
- Practiced agile development and applying software design patterns

Small Instruction Register Processor

- Designed and developed a microprocessor, in a group of 3, using SystemVerilog, to meet specific requirements
- Writing code in assembly language to be converted into machine code (assembler written in Java)