

EDUCATION

- Santa Clara University** Santa Clara, CA
Bachelor of Science in Computer Science Expected June 2020

EXPERIENCE

- The Fabric** Sunnyvale, CA
Software Engineer Intern June 2019 – Aug 2019
 - Rebuilt open-source project [Sock Shop](#), a microservices demo web application, for a container security startup in stealth mode backed by The Fabric.
 - Redesigned UI elements and developed the front-end of the revamped demo.
 - Improved the demo by designing and implementing text receipt functionality using the Twilio API.
 - Debugged to eliminate critical security vulnerabilities in package dependencies.
 - Added support for SQL injection vulnerability.
 - Built and maintained codebase on GitHub; Distributed container images on Docker Hub.
- Santa Clara University** Santa Clara, CA
Computer Science Teaching Assistant Jan 2018 – June 2019
 - Taught programming concepts and helped debug about 15 students' C++ code every lab session.
 - Weekly met with and aided Dr. [Natalie Linnell](#) and another TA with CSCI 60 [Object Oriented Programming] and CSCI 10 [Introduction to C++] labs.
 - All SCU undergraduate courses are taught solely by faculty and so, students can only be hired as Lab Teaching Assistants.
- Santa Clara Laptop Orchestra (SCLOrk)** Santa Clara, CA
Computer Musician Jan 2018 – Present
 - Code synth definitions and experiment with as well as live code algorithmic compositions in SuperCollider to perform electronic music pieces for school's Laptop Orchestra ([SCLOrk](#)).
 - 1 of 4 students chosen to be in Dr. [Bruno Ruviano](#)'s pilot program to extend SCLOrk's performance from one quarter on-campus to the entire academic year and off-campus.
 - Collaborate with Google developers and local musicians on compositions.
 - Diversify ensemble by referring prospective female ensemble members.

PROJECTS

- R F Kennedy Elementary School** San Jose, CA
Sound Design Workshop Creator Feb 2019
 - Developed and conducted a workshop on Granular Sampling with 24 of R F Kennedy Elementary's 5th and 6th graders.
 - Created the [code](#) for each sample which included creating a synth definition to load audio samples and Pbinds to define parameters to control aspects of samples like playback rate, duration, etc.
 - Developed workshop to adapt to restraints introduced by a lower socio-economic environment such as a lack of computer literacy, loudspeakers, headphones, and strong internet connection.

PROGRAMMING SKILLS

- Languages:** Proficient in C++, SuperCollider; experience with: HTML, CSS, JavaScript, Golang; previously used: C, Java, Python, Scala; familiar with: MySQL, LaTeX
- Technologies:** Experience with: Node.js, Bootstrap, Docker, Git, MongoDB; familiar with: Kubernetes

AWARDS

- Awarded the competitive student scholarship (full-ride) to attend the [Grace Hopper Celebration](#) 2019.