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EDUCATION
University of Washington, Seattle – B.S. in Computer Science   Expected Graduation: June 2024
- GPA: 3.98 (Dean's List)
- Relevant Courses: Software Design & Implementation; Programming Languages; Hardware/Software Interface; Foundations of Computing; Calculus with Analytical Geometry II and III; Matrix Algebra with Applications

EXPERIENCE
CSE 351 Teaching Assistant | University of Washington   July 2021 – Present
- Will co-lead a weekly section of 30 students, conduct office hours, and grade assignments and projects
- Currently developing a Virtual Memory simulator web app with p5.js to be used as an instructional tool

Windows Team Member | UW Collegiate Cyber Defense Competition (CCDC) Team   January 2021 – Present
- Member of UW's CCDC team, working to defend the integrity of Windows systems from professional Red Teams
- Learned about security flaws, and how to find and mitigate signs of compromise in large computer networks
- Team placed 4th at the 2021 National CCDC Competition

Director of Business & Build Lead | Skyline Spartabots – FIRST Robotics Team 2976   September 2016 – June 2020
- Raised over $10,000 for critical component purchases and coordinated team marketing and outreach efforts
- Constructed robotic mechanisms, developed engineering and design skills, and learned tool usage techniques

Technical Contributor | Parv.ai   June 2019 – August 2019
- Parv.ai is an early-stage, AI-driven career development start-up
- Worked to expand the data set for the ML model
- Conducted analysis of the market and competitive landscape for the pitch deck and product development

Python Instructor | Catalyst Computer Club   September 2017 – June 2018
- Taught fundamental Python concepts, such as conditionals, loops, and OOP, to 15 middle school students
- Attended the club as a student from 2014-2017, learning Python, C#, HTML, and Arduino

PROJECTS
AllenCoin | UW Blockchain Hacks 2021   May 2021
- AllenCoin is an ERC20 token (Ethereum blockchain application) used to build positive relationships in communities
- Utilizes the scaffold-eth tech stack, with a backend written in Solidity and a frontend written in React

Campus Pathfinder | CSE 331: Software Design & Implementation   February 2021 – March 2021
- Displays shortest walkable path between two buildings on the UW campus, along with walking directions
- Backend written in Java, utilizing Dijkstra's shortest weighted path algorithm on a directed labelled graph
- Frontend written in React and TypeScript along with React Bootstrap components to maintain a clean aesthetic

Pop It! | IB Computer Science   May 2020
- Worked with two friends to create a mobile game inspired by "Pop the Lock" that implements motion controls
- Utilized the Unity Game Engine with C# scripting to develop game logic and implement motion control mechanics
- Learned game design processes and basics of the Unity engine while strengthening project management abilities

Note Taking App | IB Computer Science   January 2020
- Built an Android app that where users search handwritten notes for keywords using Azure Cognitive Services OCR
- Learned about REST APIs, JSON parsing, Android file organization, local databases, and various data structures

AWARDS
- 2nd Place at UW Blockchain Hacks 2021
- Track Winner for MIT COVID19 Challenge India: Turning the Tide Hackathon
- State Finalist in Marketing Communications at 2019 Washington DECA State Conference
- 2018 FIRST Robotics Competition World Champions