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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Expected May 2020

B.A. Computer Science and Cognitive Science | GPA: 3.78

Relevant Coursework: Data Structures, Algorithms, Linear Algebra & Differential Eq., Probability and Random Processes

EXPERIENCE

BERKELEY RISE LAB

September 2017 to Present

Undergraduate Researcher

- Reviewing and brainstorming behavioral interventions to reduce carbon footprint
- Implementing tier system based on carbon emissions
- Redesigning mobile application UI using Ionic framework

UNIVERSITY OF CALIFORNIA, BERKELEY

August 2017 to Present

Tutor

- Leading weekly discussions to solidify understanding for CS61A, the introductory computer science course
- Topics include object-oriented programming, recursion, asymptotic analysis

ALPHA PHI OMEGA August 2017 to Present

Webmaster

- Updating biweekly announcements onto main page of member website
- Maintaining database to keep track of pledges' and actives' membership

PROJECTS

HALCYON STATS Ruby, JavaScript, HTML, CSS

Website that tracks a player's statistics for Vainglory

- Developed REST-compliant web application with Ruby on Rails
- Utilized ActiveRecord database to store and analyze information about matches and players
- Parsed JSON from Vainglory API and generated infographics for data visualization

SCHOOL RPG JavaScript, HTML, CSS

Web game based on Pokémon mechanics and gameplay

- Designed characters, maps, and other displays with JavaScript
- Integrated heavy use of object-oriented programming to generate characters and in-game objects
- Implemented a save-state feature by creating and updating HTTP cookies

DATABASE Java

Small query database similar to SQL

- Designed a small relational database management system (DBMS) and a domain specific language
- Implemented table creation/storage, 'select' operations, row parsing, and error handling

SKILLS

LANGUAGES Python • Java • JavaScript • HTML/CSS **FRAMEWORKS** Ruby on Rails • ¡Query • Bootstrap