

OBJECTIVE

Seeking a full-time position in the Software Engineering.

EDUCATION

Bachelor of Science in Computer Engineering 06/2017
University Of California, San Diego

Associate's Degree Computer Science 08/2014
Chabot College, Hayward

QUALIFICATION AND TECHNICAL SKILLS

- Programming language: Java, C/C++, Python, MS SQL, Linux, Data Structure, and Verilog.
- Web Development: HTML, CSS, JavaScript, React.js, Node.js, PHP.
- Tools: Gdb, valgrind, Ant, Eclipse, NetBeans.
- Good experience with hardware and embedded system design..
- Soft skills: Excellent interpersonal communication, leadership and team player
- Document management.
- Familiar with Agile development processes.

WORK EXPERIENCE

Software Engineer Internship- Mobewash, La Jolla, CA 01/2017 to 6/2017

- Developed new UI features. Improved booking system. Worked on the entire web UI redesign project.
- Translated web designs and framework into high quality codes using React.js.
- Performed necessary inspection and document outcome of functional tests.
- Filled out test reports, data sheets, test charts, etc., as required per process.
- Worked with customer having data connectivity issues.

Software Engineer Intership- Fastech, La Jolla, CA 10/2016 to 02/2017

- Upgraded and maintained software GUI using Java8.
- Developed dynamic and interactive web site to drive high volume traffic, page views and better UI.
- Maintained and updated HTML/CSS template, JavaScripts
- Worked closed with engineers and project managers
- Participated all development process activities.

TECHNICAL PROJECTS:

League of legend Champions Winter 2017

- Built a web application manage a character. It provided guide and strategies about all the characters and the game in general. This app had a channel to let all players to discuss and share experiences about the game.
- *Skill*: Google Firebase, JQuery, Bookstrap frameworks, HTML/CSS

Files compress and decompress Spring 2017

- Implemented a file compressor/depressor that performs loss-less encoding on input files, which can be uncompressed using implemented depressor.
- *Skill*: C++ STL, GDB, Valgrind, Big-O analysis

Pipelined CPU Fall 2015

- Designed an ISA and implemented a fully pipelined CPU which includes the register file, ALU (arithmetic logic unit), and the fetch unit.
- *Skill*: System Verilog, Quartus II

PERSONALS / AWARDS

- US citizen.
- Proactive, enthusiastic and hard-working.
- Quick learner, eager to learn and willing to take challenges.
- Recognition of Honor student and listed on UCSD Computer Engineering Dean's list (2016).