

EDUCATION _

University of California, Irvine | Undergraduate

Aug. 2015 — Jun. 2019

• Major: Computer Science

Specializations: Algorithms and Intelligent Systems

• Major GPA: 3.73 — Cumulative GPA: 3.22

PROGRAMMING SKILLS

Languages & Libraries

- Java • C++
- OpenGL & DirectX
- C
- HTML5 & CSS3
- Python
- x86 Assembly Android SDK
- C#
- Selenium

Systems & Tools

- Git / GitHub
- CMake
- Maven
- Gradle

OSes & IDEs

- Windows
- Linux
- Visual Studio
- Eclipse

WORK EXPERIENCE

UC Irvine Office of Information Technology | Student Programmer

May. 2016 — Present

- Develop open source backend internal frameworks in Java
 - Planned and created a plugin-based testing suite to facilitate modular and reusable testing
 - Designed a wrapper library to simplify Selenium usage
 - Built an in-house performance testing framework for distributed load testing of servers
 - Developed an encryption API and command-line interface to standardize password encryption
- Set managed technical standards and practices, including use of version control and code reviews
- Designed an automated HTML reporting scheme for test reports using Bootstrap

Cryptix | Lead Developer

AUG. 2014 — JUN. 2017

- Designed a universal virtual driver to allow mobile devices to act as a direct input device
- Worked on virtual reality applications with emphasis on real world emulation
- Collaborated on small game development projects using OpenGL and DirectX with C++ and Java

Mechler Group | Investment Consultant

Nov. 2013 — Aug. 2014

- Provided information and assistance on cryptographic currencies
- Worked with investors to design a scheduled pool swapping system in an attempt to maximize profit margins
- Built an extendable proxy control server as a centralized communication hub for mining systems

Aegis Gaming NPO | Head of Network Management

Nov. 2010 — Aug. 2015

- Designed server software to load balance the network's traffic
- Built scripts to automate and assist in server maintenance
- Led training sessions for 50+ staff on basics of Java and Linux shell