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<i>Objective</i>	Obtain full-time position as an engineer in order to pursue my passion for learning and technology.
<i>Education</i>	University of California, Los Angeles Los Angeles, CA June 2017 <ul style="list-style-type: none">• Major: Computer Science and Engineering B.S.• Current Cumulative GPA: 3.5• UPE (CS honors club, top 1/3 of major) – tutoring chair + host of undergrad review sessions
<i>Experience</i>	Ozcan Research Group UCLA 10/2016 - 06/2017 <ul style="list-style-type: none">• Projects including QT applications, Matlab image registration, Android camera stack• Lab goal: introduce new imaging and sensing architectures capable of compensating in the digital domain for the lack of complexity of optical components Relevant Coursework <ul style="list-style-type: none">• <i>Circuit Analysis</i>: building protoboard circuits, Laplace transforms, power analysis• <i>Digital Design</i>: MIPS single & multi-cycle, x86, caches, assembly, memory architecture• <i>Operating Systems</i>: concurrency, virtual memory, security, scheduling, file systems• <i>Computer Networking</i>: layered network architecture, routing protocols, TCP/IP emphasis• <i>Algorithm Design</i>: divide & conquer, greedy, dynamic programming, NP-completeness UCLA Invention 2016 Los Angeles, CA 10/2016 <ul style="list-style-type: none">• Integrated Uber API to create a medical Android app (1 day, ~1000 LOC)• Use of Bluetooth and location services• Laid out business plan to make profitable product proposal to investors (placed 3rd) USC vs. UCLA Open Hack 2015 Los Angeles, CA 01/2015 <ul style="list-style-type: none">• Created socially connected Android application called Scenic (1 day, ~2000 LOC)• Integrated Google Maps API to leverage custom 3D interface• Use of GitHub to manage code merging Projects <ul style="list-style-type: none">• <i>Simon Says</i>: board game re-created with FPGA board & Verilog (digital design)• <i>Neural Spike Detector</i>: absolute-value detector using CMOS and pass-transistor logic<ol style="list-style-type: none">1. Layout optimized for regularity and minimal trace length using Cadence• <i>SimpleDB</i>: implemented key features of a database system (buffer pool, catalog, files)• <i>WeensyOS</i>: implemented crucial kernel and memory management modules of a simple OS• <i>QMusic</i>: party playlist web app using Spotify API, Go, and Javascript (10 weeks, ~3000 LOC)• <i>ImagCalc</i>: FPGA project enabling camera module to interpret 7-segment digits<ol style="list-style-type: none">1. Numbers and operators are scanned; final expression is converted to bits and evaluated Work Kinross South 03/2016 – 06/2017 <ul style="list-style-type: none">• UCLA Library student worker at book cataloging center
<i>Skills</i>	Programming Languages <ul style="list-style-type: none">• C/C++, Java, OCaml, LISP, HTML + CSS General / Other <ul style="list-style-type: none">• Experience with Cadence (schematic & layout design, simulation & analysis), QT framework• Software construction: UML diagrams/design, version control, project management• Linux familiarity: CLI tools, GDB debugging, BASH