

## Education

University of California, Irvine – B.S. Computer Science  
Major GPA: 3.94

December 2016

## Experience

**Undergraduate Research**, University of California, Irvine – Irvine, CA July 2015 - Present

- Research methods to increase performance of WebGL 3D graphics applications to mirror native OpenGL 3D graphics performances.
- Research methods to improve WebGL security in browsers, such as Chrome and Firefox, by creating modifications on the browsers' kernels, which will prevent millions of web users from malicious 3D content.
- Create benchmarks to compare performances in browser and in native platforms which are written in Javascript and C++, respectfully, and use the OpenGL/WebGL API.
- Work heavily with Linux/Ubuntu and kernel hacking/experimentation on native and browser systems in C.

**Web Designer**, Jazel Automotive Solutions – Lake Forest, CA Aug 2014 - Present

- Collaborated with a team to design and style dealership websites primarily through HTML and CSS.
- Designed and built website components using Javascript and jQuery modules.

## Projects

**Multi-Threaded File Transfer Server/Client Programs** (Implemented in C)

Implemented 3 different types of multi-threaded file transfer servers using thread per request, thread pool, and leader-follower methods to transfer requested file data from the server to the client system.

**OpenGL/WebGL Benchmarks** (Implemented in C++)

Implemented multiple paired animated 3D programs to test and compare the GPU's performance with OpenGL and WebGL. The programs are written in C++ and in Javascript, respectfully, and provide almost exact implementation in each of the pair programs to provide the best comparison between native and browser 3D graphics.

**UCI Club App** (Implemented in Swift)

iOS application that allows over 300 clubs at UCI to keep their members up-to-date with their clubs' current events and announcements. The application integrates Parse's database and API to store/push/pull user and club data.

## Technical Languages

**Proficient:** C, C++, Swift, HTML, CSS

**Intermediate:** Javascript, Python, Java, MySQL

## Tools/Frameworks

**Proficient:** Linux, Ubuntu, Git, Parse, Xcode, Vim

**Intermediate:** Windows, Eclipse, Visual Studio

## Club Involvement

UCI iOS App Development Club, UCI ACM

May 2015 - Present