**EDUCATION**

**University of California, Berkeley | Berkeley, CA** Expected Graduation: May 2018

*Bachelor of Arts in Computer Science*

**Coursework:**

Operating Systems and Systems Programming (CS162), Efficient Algorithms and Intractable Problems (CS170), Database Systems (CS186), Image Manipulation and Computational Photography (CS194-26) Computer Security (CS161), Internet Architecture and Protocols (CS168), Machine Structures (CS61C), Data Structures and Advanced Programming (CS61B), Structure and Interpretation of Computer Programs (CS61A)

**EXPERIENCE**

**OSIsoft | San Leandro, CA**

*Software Development Engineer Intern* May 2017 – Aug. 2017

* Introduced an architectural change to how entries are created and licensed in proprietary database. Implemented first part of this change by enforcing stricter entry count licensing.
* Increased testing coverage for proprietary database command line tools
* Refactored test suites from a custom C++ unit testing framework to the Microsoft Unit Test framework

*Development Support Engineer Intern* May 2016 – Aug. 2016

* Researched and prototyped a voice user interface for proprietary data historian.
* Drafted an introductory learning guide for RESTful Web API. Covered web service basics such as HTTP and development in C# / Python. Reached over 100 customer views.

**SKILLS**

Programing Languages: Python, C, C#, Java, C++, SQL, Scheme, MIPS, Snap­­­

Software / Tools / Frameworks: Postgres, HTML, TFS, Git, Visual Studio, IntelliJ, MTM, REST

**PROJECTS**

**Pintos** May. 2017

* Built fully functional OS from minimal skeleton. Designed, implemented, and tested tested several

core OS features including: threading, user programs, and file system functionality. Written in C.

**Secure File Store** Mar. 2017

* Designed and built a secure and efficient file storage server using PyCrypto library that ensures

confidentiality and integrity of files between multiple clients given a malicious server / users.

**Distance Vector Routing** Oct. 2016

* Implemented a distributed routing algorithm where multiple routers cooperate to transport packets

to their destinations efficiently and employ best effort recovery. Written in Python.

**Gitlet (Git-light)** Dec. 2015

* Designed, developed, and tested a complete version control system based off of Git. Supports

pushes, pulls, merges, and other Git features. Built in Java from scratch.

**Solitaire** Sep. 2015

* Created a Solitaire playing program with a GUI in Java using a MVC design pattern.

**EXTRACURRICULARS**

**ANova | Berkeley, CA** Jan. 2017 – Present

*Finance Officer | General Member / Mentor*

* Responsible for funding onsite Computer Science mentorships and annual Hackathon for under-resourced high school students in the Bay Area. Works with 8 schools and hundreds of students per semester.

**REACH! | Berkeley, CA** Sep. 2014 – May 2017

*Director of Internal Affairs | ShadowNite Coordinator | ShadowNite Intern | Mentor*

* Lead university recruitment and retention efforts for under-resourced high school students within the Greater Bay Area. Managed a $50,000+ budget and reached 30,000+ students per academic year.