

Education

University of California, Irvine

September 2018 - March 2022

B.S. IN COMPUTER SCIENCE AND ENGINEERING

- Cumulative GPA of 4.0; graduated with summa cum laude
- Coursework includes Data Structures, Algorithms, Databases, Embedded Software, Compilers, and Operating Systems

Work Experience

Project Ronin

San Mateo, CA (Remote)

SOFTWARE ENGINEER

November 2023 - March 2024

- Maintained and enhanced Spring Kotlin microservices that communicated with multiple providers using the HL7v2 standard
- Implemented a microservice that interfaced with Kafka and Oracle's Autonomous Database to back a GraphQL API

CalAmp

Irvine, CA

SOFTWARE ENGINEER II

July 2023 - November 2023

SOFTWARE ENGINEER I

April 2022 - July 2023

ASSOCIATE SOFTWARE ENGINEER

September 2021 - January 2022

SOFTWARE ENGINEERING INTERN

June 2021 - September 2021

- Worked on both RESTful and Event-Driven backend microservices built using Java Spring and Node.js
- Improved performance of a bottlenecking backend microservice, increasing throughput by 3 times
- Created and maintained pipelines for deployments in AWS EKS and Lambdas. Added integrations with AWS Secrets Manager
- Other notable tools used include PostgreSQL, Redis, MongoDB, S3, Kafka, ActiveMQ, and Kinesis

Samaritan

Seattle, WA

ANDROID DEVELOPER INTERN

May 2020 - September 2020

- Updated Samaritan's user-facing Android app, bringing 2 years worth of iOS updates to the Android version
- Created and refactored many different core activities on the app, including the app's primary newsfeed and messaging pages
- Learned and used Functional Programming, Asynchronous handling of API calls, the Agile process model and the different mobile software architectures

CK-12 Foundation

Palo Alto, CA

INTERACTIVES DEVELOPER INTERN

June 2019 - September 2019

- Developed, tested, and debugged interactive web applets to be embedded in an online textbook platform
- Designed the UI of the applets, as well as the scripting done to animate objects and handle user inputs through JavaScript

Projects

MsTracker

TASK TRACKING WEBAPP

June 2023 - October 2023

- Designed and created a React App using Typescript, Tailwind CSS, and Firebase that tracks tasks for an online game
- Created Serverless Cloud Function that acts as a proxy to 3rd party API and caches data in Firebase
- Deployed React frontend and Serverless Cloud Function through Firebase - <https://buffnw.app>

Don't Worry Mom

FALL DETECTION APPLICATION AND DEVICE

September 2021 - March 2022

- Wrote CRUD endpoints in Java Spring Server and designed SQL Schemas
- Integrated Twilio and Sendgrid APIs in order to send crash notifications via text and email if devices detect a crash
- Wrote multi-threaded code to run on Embedded platform to collect and report GPS and Accelerometer data
- Deployed the Java Spring server, PostgreSQL database, and React Frontend through Heroku Containers

Anteater Electric Racing

Irvine, CA

EMBEDDED TEAM CO-LEAD

March 2021 - September 2021

EMBEDDED ENGINEER

January 2021 - March 2021

- Implemented Embedded software to read accelerometer, wheel speed, temperature, and GPS data from sensors
- Designed a system that uses OBDII to transmit data between components to be used in processing and data collection

Skills

Languages Java, Python, C++, JavaScript, Typescript, Kotlin

Tools SQL, MongoDB, Redis, Docker, Kubernetes, Serverless, Kafka, ActiveMQ, Kinesis, S3, Lambda