

Skills

Programming: HTML | CSS | JS | React | Node.js | C | C++ | Python | Java | Git | Linux/Unix | MATLAB | Assembly | Quartus | Verilog | Flask

Software: Microsoft Office | Word | PowerPoint | Excel | Teams | Google Docs | Slides | Sheets | Fusion 360 | AutoCAD | Canva | Jira | Zenhub | Github Pages | IntelliJ | WebStorm

Hardware: Oscilloscope | Multimeter | Breadboards | Soldering | 3D Printers | Arduino | DE1-SoC

Other tools: DaVinci Resolve | iMovie | FL Studio 12 | Visual Studio Code | Notepad++ | OBS | Autodesk Sketchbook | Audacity | paint.net | Cura

Education

University of British Columbia

September 2022 - Present

Bachelor of Applied Science - Computer Engineering

(Expected graduation: 2027)

Relevant classes: Software Construction I (B+),

Introduction to Computation in Engineering Design (A+),

Technical Communication (A-)

Volunteer / Work Experience

UBC Rapid Design Team - Webdev Subteam Member

September 2023 - Present

- Maintained and improved UI design for React/JS website, used Zenhub for team management.
 - Fixed 20+ UI/UX bugs using WebStorm IDE and built a reusable 3D info-cube React component.
 - Authored GitHub Actions workflows to automate build+test → reduced manual regression time by 60%.
 - Active in weekly sprint planning and code reviews, ensuring zero critical bugs in production.
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Technical Projects

[How To Math \(demo\)](#)

November 2024

- Built a rhythm-math game in React with Hooks/Context; optimized rendering to maintain 60 FPS.
- Integrated Recharts to display live score and accuracy metrics; deployed via GitHub Pages with CI/CD.

[Langara Hacks 2024 - 1st Place Winner](#)

October 2024

- Created "HireHigher" with team, an AI-powered job interview simulator using OpenAI API key.
- Co-conceptualized design, managed/assisted frontend (React) and backend AI integration (Python).
- Deployed a full-stack prototype in 24 hrs; presentation deck won 1st place among 30+ teams.