
EDUCATION

UNIVERSITY OF CALIFORNIA IRVINE: BS in Computer Science and Engineering

DECEMBER 2016

EXPERIENCE

PON *C#, PHP, MySQL*

JUNE 2016 – PRESENT

- Designed and built a multiplayer networked game using the Unity game engine
- Utilized physics interpolation to deal with lag compensation for smooth gameplay
- Implemented a MySQL database, secured via encryption and SQL injection prevention measures
- Arranged weekly testing sessions for benchmarking and feedback

WESLEYS WEBSITE *HTML, CSS, JavaScript*

APRIL 2017

- Designed and built a responsive, personal website
- Set up an Apache Web Server linked to a customized work environment via Git and shell scripting

BIOLOGICAL NETWORK ALIGNMENT (SANA) *Python*

MAY 2016 – JUNE 2016

- Worked on SANA, a topological network aligner that teaches us about biology and disease
- Delivered presentations on BioFabric, a network visualization software, as a tool for estimating molecule similarities
- Researched STOKE, a stochastic compiler, as a tool for speeding up our cluster computation
- Performed cleanup and backups for the Bitbucket repository

JET PROPULSION LABORATORY (ISSM) *Python*

MARCH 2014 – JUNE 2015

- Worked on the Ice Sheet System Model which tackles the challenge of modeling the evolution of polar ice caps to validate our influence on global warming
- Wrote a UI to plot triangulation and highlight specific elements of a triangular mesh of Antarctica
- Developed a contour interactor tool to map the Antarctic Ice Sheet
- Worked with multiple algorithms to perform efficient checks against millions of data points

PEOPLESPLACE *C#, PHP*

MAY 2014 – SEPTEMBER 2014

- Worked with Kinect's skeletal tracking API and FastAccess to create an interactive automated receptionist which recognizes members of PeopleSpace and logs their times in the database
- Built various Android apps for "Play It Forward", a fundraising platform for charities and nonprofits
- Taught Arduino and robotics at "School of Devs" summer boot camp
- Invented cost-efficient ways to publicize company events and boost interest
- Assisted in conceptualizing and executing solutions to maximize profit and user retention

SLICENSE TO DYE *Java*

OCTOBER 2013 – MAY 2014

- Worked with a team of 8 to develop a fast-paced Android arcade game in Microsoft XNA
- Optimized file size, activity load times, and data parsing for smoother gameplay transitions

SKILLS

LANGUAGES: Object Oriented, Scripting, Markup, HDL

ENVIRONMENTS: Windows, Unix, Terminal, Git, Unity, Eclipse, Visual Studio, Sublime

NON-TECHNICAL: Team Management, Physics, Teaching, Sound Production