



2024

### **POiT**

Advisor: Professor Jeff Burke

Social app connecting people through emergent poetic lexicon.

Built interface with real-time interaction, 3D visualizations, and cross-device synchronization.

## **PRESENTATIONS**

2025

"See/Saw: Engine, Camera, and Emulation". Scheduled for presenting at Pacific Ancient and Modern Language Association (PAMLA) 122nd Annual Conference, San Francisco, CA.

2025

"Profane Steps: Digital Flâneur and Collective Choreography in Video Games". Presented at Richard Macksey Research Symposium, Johns Hopkins University, Baltimore, MD.

2024

"Recur". Indie game showcase with BlueX Game Studio at ChinaJoy x Game Connection Indie Festival, Shanghai, China.

## **AWARDS & HONORS**

2025

James T. Henry and Meredith Henry Scholarship

\$6,000 research grant for "See/Saw", UCLA Undergraduate Research Center.

2025

DAAD Scholarship for Research in Science and Engineering

€5,000 stipend for research internship in Germany, German Academic Exchange Service (DAAD) and German Research Foundation (DFG).

2024

Internet Research Initiative Scholarship

\$7,500 fellowship for interdisciplinary research ("POiT") on the Internet, UCLA Henry Samueli School of Engineering and Applied Science.

## **SKILLS**

### *VR/AR & Interactive Systems*

Unity (Oculus XR, VIVE Open XR) · Unreal Engine · Three.js · WebXR · GLSL

### *Data Science & Machine Learning*

R · Jupyter · TensorFlow · Keras · PyTorch · NLTK · OpenCV

### *Web Development*

React · Node.js · Next.js · Git/GitHub · Vercel

### *Design Tools*

Figma · Photoshop · Blender · Processing · p5.js · ArcGIS

## **AFFILIATIONS**

2025

*Student Committee Member*, Wende Museum and Thomas Mann House

2025

Delta Phi Alpha (National German Honor Society)

2024

*Facilitator*, UCLA Honors Programs Undergraduate Student Initiated Education (USIE)

2023

*UX Designer*, ACM Studio at UCLA

2023

*Visiting Lecturer*, Veritas China

2022

*Game Designer*, BlueX Game Studio