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EDUCATION

UNIVERSITY OF WASHINGTON Seattle
Bachelors in Computer Science

Expected Graduation: March 2021
GPA: 3.6

Technical Skills and Courses

Data Structures *(CSE332)* • Algorithms *(CSE421)* • Software Design *(CSE331)* • Machine Learning *(CSE446)* • DBMS *(CSE444)* • Artificial Intelligence *(CSE473)* • Networks *(CSE461)* • Java • Python • SQL • NeoJ4 • AWS • Gitlab CI/CD • Docker • Kubernetes

WORK EXPERIENCE

Uber Advance Technology Group (ATG), AVMaps – *Pittsburgh, WA*

SOFTWARE ENGINEER INTERN   *June/2020 to Present*

- Designed and Implemented a data archival/retrieval system to reduce S3 data storage cost.
- Data retention system developed with **Golang** backend, **Postgresql**, and **Python**. Unit/Integration tested components.
- Microservices integrated with **AWS** ecosystem, created AWS services with Terraform.
- Deployed retention system to production through applying **docker** image from **artifactory** to a **spinnaker** pipeline.
- Scaled system to manage retention state of **15,000,000+ S3 objects** for other ATG teams to consume.

MSync – *Seattle, WA*

SOFTWARE ENGINEER   *Jan/2020 to March/2020*

- Supporting MSync services, a streaming plugin allowing multiple clients to sync to the same video content, with backend services that connect clients to each other and manage "rooms" that clients can connect to, developed using **Python**.
- Developed through code review process, write documentation that discuss implementation and tradeoffs, and develop unit tests for backend support services.
- MSync is a startup from 2019 UW CoMotion Innovation. I work closely with PhD/Team Lead to quickly develop the product.

F5 Networks – *Seattle, WA*

SOFTWARE ENGINEER INTERN   *June/2019 to Aug/2019*

- Developed a resource monitor system by aggregating and visualizing with **Python, ReactJS, D3**.
- Containerized components of the system with **Docker** and deployed to a **Kubernetes** cluster.
- Automated pushing Docker images to artifactory and running tests on build and deployment using **Gitlab CI/CD**.

University of Washington Paul G. Allen School, Interaction Programming – *Seattle, WA*

TEACHING ASSISTANT   *Dec/2019 to June/2020*

- Communicate interactive systems, accessibility, and user interface theories applied to Android applications using **Java**, **Android Studio**, and user interface/interaction Android libraries through weekly sections and office hours.
- Develop tools in **Python** for course management and educational material for course development.

AWARDS & PROJECTS

Access Period. – Seattle, WA

RESEARCH ENGINEER - Human Computer Interaction (CSE 444) Team Project   *Sept/2019 to Dec/2019*

- Mocked-up a design in **Figma** for solving homeless women's inaccessibility to specific menstrual products in their area.
- **Conducted user research** in womens' homeless shelter. Understood our target group with several research methods.
- Incorporated **Iterative design process** by compiling feedback from other students and course staff during our product stages from low-fidelity to high-fidelity prototyping.

Polar Drive, Drive Safely and Efficiently – Seattle, WA

SOFTWARE DEVELOPER   *Oct/2018 to Feb/2019*

- Developed "Polar Drive", an application that educates users on driving efficiency and safety, using **Java** and **Android Studio**.
- Built using Fragments, Mapbox API, Device Sensors, wrote documentation on design choices and project overview.