



EDUCATION

**B.A. COMPUTER SCIENCE,
B.A. DATA SCIENCE
(EMPHASIS ON COGNITION)**
University of California, Berkeley
Class of 2023 | 3.776 GPA

SKILLS

LANGUAGES

Python, JavaScript, TypeScript, Java, GoLang, RISC-V, HTML, CSS, SCSS

TECHNOLOGIES

React.js, React Native, Angular, Apache Cordova, Capacitor, REST, Node.js, Git

PROJECT MANAGEMENT

JIRA, Linear, Confluence, SCRUM, Agile, Asuna

PROJECTS

CRYPTO MINING / 2021

Set up Ethereum (ETH) and Monero (XMR) mining rigs using custom built desktop PCs running Windows and HiveOS.

PERSONAL SITE / 2022

Github-hosted personal site built with React.js and SCSS from scratch (Redesigned annually).

LYFTABLE / 2021

Progress tracking social media platform for sharing fitness improvement with friends and followers. Built using Adobe XD, React Native, and Google Firebase.

NIQBOT / 2020

Discord bot that tracks user disconnect times and provides analytics (graphs, means, etc.) with bedtime predictions and server bedtime leaderboards.

SENTIMENT ANALYSIS / 2019

Machine learning algorithm to determine the general sentiment (Positive, Neutral, Negative) of text using TensorFlow and Python3.

EXPERIENCE

SOFTWARE ENGINEERING INTERN

APPLE / MAY 2022 - AUG 2022 (4 MO)

Developing internal tools in React and Grails to aid in hardware development, BOM management, PCB design, and more.

TECH LEAD

MUUSIC / FEB 2022 - PRESENT

Developing a Web3 application on the Polygon (Ethereum L2) chain in TypeScript (TS), ChakraUI, Pinata, and Firebase with audio streaming and Zora smart contract integration.

PRESIDENT

WEB DEVELOPMENT AT BERKELEY / MAY 2022 - PRESENT

Enacting and executing long-term goals for Berkeley's premier web development organization regarding industry impact, developer/designer skills, and community development.

EXTERNAL VICE PRESIDENT (VP ENGINEERING)

WEB DEVELOPMENT AT BERKELEY / DEC 2021 - MAY 2022 (6 MO)

Client acquisition, implementing organization-wide development conventions, guiding engineering culture, and overseeing product managers on industry consulting projects.

FRONTEND DEVELOPER

WEB DEVELOPMENT AT BERKELEY / SEP 2021 - DEC 2021 (4 MO)

Leading a frontend team using React.js in an AGILE/SCRUM environment.

ECAD SOFTWARE INTERN

APPLE / JAN 2021 - AUG 2021 (8 MO)

Developed and documented PCB design and validation utilities in frontend frameworks for internal use in an Agile development environment.

ASSOCIATE PRODUCT MANAGER

SPROUL.CLUB / JAN 2021 - SEP 2021 (9 MO)

Managing 5 team-members across Product Design, Backend Development, Frontend Development, and User Testing sectors developing the sproul.club student account features. Project Management (SCRUM Master) following the Agile workflow with JIRA.

SOFTWARE ENGINEERING INTERN

SUMMERBIO. / MAY 2020 - AUG 2020 (4 MO)

Developed and published a mobile cross-platform app in Angular, SCSS, Node.JS, and AWS for personal COVID-19 test submission, contact tracing, and expedited test result delivery.

SOFTWARE ENGINEERING INTERN

JOBY AVIATION / JUN 2018 - MAY 2020 (2 YR)

Developed and (internally) published a mobile cross-platform flight booking application using AWS, Apache Cordova and React Native frameworks, JS, HTML, and CSS.

ACTIVITIES

LECTURER

FULLSTACK WEB DEV COURSE / JAN 2022 - MAY 2022 (5 MO)

Lecturing Node.js, Firebase, React.js, HTML, and CSS introductory concepts for a fullstack development course of 150+ students at Berkeley.

MENTOR

CUBSTART WEB DESIGN COURSE / SEP 2020 - MAY 2021 (9 MO)

Mentoring React.js, HTML, and CSS for an introductory web design course at Berkeley.