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Education

University of California,
Los Angeles (UCLA)
B.S. in Computer Science
2019

Skills

LANGUAGES

C++

JavaScript

Python

FRAMEWORKS, LIBRARIES, AND TOOLS

HTML + CSS

Bootstrap

jQuery

React.js

Node.js

Express.js

Firebase

MongoDB

MySQL

Git (Github + GitLab)

Trello

Work Experience

Logos
Los Angeles, California
Full-Stack Developer
July 2018 to Sept. 2018

- Leading three projects within the Web Team at Logos, a UCLA-based startup looking to combat fake news and bias in journalism
- **Web App**: RESTful routes with Express.js, passport-facebook authentication, EJS templates; helped create comment system and integrate Quill.js for writing articles.
- **Content Creation**: built a single-page application in Firebase and Vue.js for content creators to write, mark up, and submit articles to the platform
- **Landing Page**: converted WordPress template to a responsive website; worked on replacing assets, animations, parallax effect, UI/UX, used jQuery and Bootstrap
- Taught team members Git, branch workflow, creating pull/merge requests, etc.

UCI Networked and Game Systems Lab
Irvine, California
Research Intern
July 2017 to Sept. 2017

- Contributed to a PhD research project in which exercise bikes act as controllers for video games; allows for cancer patients to get exercise indoors while having fun
- Prototyped a stream to send body-sensor data from a Raspberry Pi to a web app in real time using RabbitMQ in Java

Projects

YelpCamp
- Created "Yelp for campgrounds"; a CRUD web application built using Node.js, Express, MongoDB
- Sanitizes input for security, authentication with Passport.js, UI done with EJS templates using Bootstrap and CSS animations

Cyber Spider
- Implemented a data crawler to determine relationships among malicious sites a computer has visited, given a log file of this data
- Used a disk-based hash table implemented in C++ to efficiently parse through millions of downloaded files and sites

Frackman
- Created a video game where the player must dig across the map to collect oil while avoiding or destroying enemies with a water gun
- Provided efficient C++ implementations of key game functions through streamlined path-finding algorithms and object management

Blockheads
- Implemented a browser-based 3D game where the player must fight increasingly stronger waves of zombies with a variety of weapons and power-ups
- Combines shading, texture mapping, animation, and collision detection done in JavaScript using WebGL

Leadership

ACM Hack · Co-Director of Hack School
Sept. 2017 to Current

- Participated in, mentored for, and current director of ACM's Hack School: a 10-week program where students learn how to build web applications with no prior experience
- Led an introductory front-end web development workshop (20 - 30 attendees) for a school-wide hackathon and a React.js workshop (50 - 60 attendees) at LA Hacks 2018
- Contributing to a project and workshop management dashboard: hackucla.com (MERN stack)

Activities

Node.js · Open Source Contributor
Jan. 2018

- Updated documentation for 'fs' module functions as an introduction
- Implemented support for user-created experimental modules to be initialized with metadata