

PROFESSIONAL SKILLS

iOS Development
Web Development
Data Science
Node.js
MongoDB
Firebase
Microservices
Git

CODING LANGUAGES

Swift
Python
Java
Javascript
C
Objective-C
HTML/CSS

LEADERSHIP EXPERIENCE

Badminton Team Capt.
UC Berkeley UIC VP

FOREIGN LANGUAGES

Mandarin

INTERESTS

Photography
Music Production
Badminton
Event Planning

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

4.0 GPA, Major: Computer Science

- Relevant Coursework:
Data Structures (CS 61B), Computer Architecture/Machine Structures (CS 61C), Discrete Math and Probability Theory (CS 70), Efficient Algorithms and Intractable Problems (CS 170), Principles and Techniques of Data Science (DS 100)

EXPERIENCE

RESEARCH & DEVELOPMENT INTERN

Belden Incorporated | Fremont, CA | May 2018 – Aug 2018

- Created a tech support web application that assists tech support engineers in troubleshooting customer issues.
- Significantly decreased tech support turnaround time, resulting in happier users and higher customer retention.
- Built a Java Tomcat server backend that returns REST API calls, queries Elastic Search, and communicates with the MongoDB database.
- Deployed the webapp on a microservice, hosted on AWS and managed by Nirmata's Microservice Management SaaS.
- Collaborated with remote engineers in different countries (Romania, Mexico, France).

FULL STACK ENGINEER

BottlesTonight | Startup in San Francisco, CA | Jan 2018 – May 2018

- Utilized Ruby on Rails to create back-end REST API calls.
- Used the Active Admin framework to help club administrators manage reservations.
- Used Swift to add features and fix bugs on the BottlesTonight iOS application.
- Read and modified club and reservation data stored in a PostgreSQL database.

MOBILE APPLICATION DEVELOPER

Spotcha Parking | Startup in Berkeley, CA | Jun 2017 – Dec 2017

- Developed Spotcha, an iOS app that monetizes driveways in areas with parking shortages.
- Built both the front-end and back-end of the application, utilizing Swift, Firebase, Node.JS, and serverless computing (AWS API Gateway/Lambda).
- Conducted consumer research by interviewing potential users in the Bay Area.

MOBILE APPLICATION DEVELOPER

Mango Technologies | Startup in Palo Alto, CA | Jun 2016 – Dec 2016

- Worked on Mimri, a native iOS social media app for sharing videos. Built with Swift.
- Sped up application's release date by over a month.
- Added a variety of features and fixed many crucial bugs and crashes.

AWARDS

HEWLETT-PACKARD CODWARS 2016 (PALO ALTO)

1st Place | Mar 2016

- Used algorithms and data structures to solve coding problems with Java.
- Competed against 49 other teams of 3 students each.

USA CODING OLYMPIAD

Gold Division | Feb 2016

- Used dynamic programming in order to make algorithms as efficient as possible.
- Utilized recursion, binary search, and various data structures.
- Passed bronze and silver divisions with perfect scores.