



Education

UCLA

B.S. in Computer Science, 2022

GPA: 3.75

Awards

HKN Membership (2020)

- Awarded to students with high academic achievement; top 1/4th of all CS, CSE and EE majors

UPE Membership (2019)

- Awarded to students with high academic achievement; GPA > 3.5 and top 1/4th of all CS majors

Ricky Yingjia Scholarship (2020)

- Awarded for making contributions back to the CS community

UCLA Dean's Honor List (2018 – '20)

- Awarded to students with high academic achievement

Skills

Programming Languages

Python, C++, C, JavaScript, HTML

Frameworks

React.js, React Native
Node.js, Flask

ML/Data Science

TensorFlow, Keras, Scikit-learn

Coursework

Computer Science

Data Structures
Algorithms
Computer Organization
Operating Systems
Data Science
Machine Learning
Data Mining
Scalable Internet Services

Math

Linear Algebra
Discrete Structures
Probability

Experience

Pearl | Backend Developer Intern

June 2020 – September 2020

- Created new GraphQL services built on MongoDB to replace existing REST APIs using Apollo GraphQL, Serverless and AWS Lambda.
- Reduced query response time by 33% and number of API calls by 50%.
- Re-architect authentication and REST API structure of the backend system to add support for multiple corporate clients.

eHealth Research Lab | Full Stack Developer Intern

March 2020 – Present

- Created patient dashboard with landing pages, login pages, and online chat-box tool using React and Redux.
- Developed intuitive and user-oriented charts to display user data and performance using Chart.js.
- Implemented server-side REST API and data protocol for web app logic.
- Analyzed patient data to detect patterns and peak stress intervals in activities that lead to high stress rates.

Activities

Upsilon Pi Epsilon | Corporate Chair

May 2020 – Present

- Network with recruiters from startups to corporates to plan and hold events like info-sessions, tech talks, and/or recruiting events.
- Plan and lead recruiting events open to entire CS community at UCLA.

ACM Teach LA | Instructor

September 2020 – Present

- Developed and designed interactive learning modules for web and mobile app development geared towards high school students.
- Taught high school class on mobile development: React Native, HTML/CSS.

Creative Labs – tour.AR | Project Lead

January 2020 – March 2020

- Outlined work plans, set goals, and wrote timelines to maximize team performance and keep project on-task to achieve weekly targets.
- Wrote product spec sheets and wireframes to provide direction and vision for team members. Use Agile methodologies to set code sprints.
- Oversaw development of the iOS app and helped conceptualize ideas and troubleshoot bugs.

BruinSpace | Software Lead

April 2019 – March 2020

- Developed embedded systems software that runs critical functionalities (data downlink, memory management, task scheduling) in a spacecraft using Rust and C.
- Developed system to check for anomalies and system failure using Python.