

Adaptable and passionate computer science student looking to leverage skills in **mobile development**, **UI/UX material design**, and **product development** to a **full-stack software engineering** position.

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## Education

University of California, Berkeley  
Graduating **May 2019**  
B.A. **Computer Science** GPA: 3.60

## Coursework

|                                |                                |
|--------------------------------|--------------------------------|
| CS160: User Interface & Design | CS186: Databases               |
| CS161: Computer Security       | CS61C: Computer Architecture   |
| CS188: Artificial Intelligence | CS61B: Data Structures         |
| CS70: Discrete Mathematics     | STAT133: Computing in Data     |
| CS170: Algorithms              | DATA100: Intro to Data Science |

## Experience

### Ongo Science Inc.

*Software Engineering Intern*



Berkeley, California



June 2017 - Present

- **Implemented** the Swift component library of UI buttons and elements used on every screen of the iOS app.
- **Redesigned** and **developed** the run activity tracker experience at company hackathon based on competitive analysis of existing run tracking mobile services.
- Participated in Project Phoenix, the company's **design overhaul** of the baseline application experience, by **iterating** through user flows, creating **hi-fi designs** for on-boarding, home screens, as well as implementing the new design and **functionality** of the app's social network and group chat screens.

### European Innovation Academy

*Participant of startup accelerator*



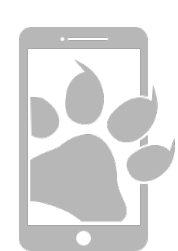
Nice, France



June - July 2016

- **co-founded Foodcast**, a startup that aims to prevent and eliminate food waste by creating a mobile platform where vendors can post food items at a reduced price to encourage a quick sale.
- Built a **functional native app** with **Meteor.js** and **MongoDB** within a week-long product sprint with an **international team** of members from Finland, Jordan, and the United States.
- Chosen among 15 out of 80 total startups to do a **technical pitch** of our app to the entire academy.
- Devised a **business and revenue model** for our startup and performed **customer validation** in Nice, France and for 20+ food vendors in the Bay Area and Canada and 200+ potential customers.

## Campus Activities



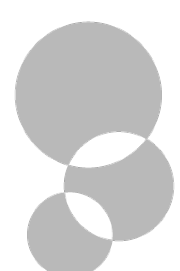
### Mobile Developers of Berkeley

*iOS Team Developer, UX Contract Developer*



Sept 2016 - Present

- Selected to work on a **UX contract** for an industry client for the Fall 2017 semester
- Co-developed and designed **Liszten** (available on iTunes Store), an iOS app that transcribes any monophonic melody into sheet music to aid in songwriting and composing at any skill level by using Apple's **AudioKit**
- Co-developed and designed **Checkt**, a location based clock in iOS app aimed at streamlining the attendance check-in experience for small businesses or organizations by utilizing Apple's **Core Location Manager**.



### Innovative Design

*Photo Team, Gold/Design Team*



Sept 2016 - Present

- Working closely with on-campus organization "The Californians" to facilitate their club **rebrand** by creating a visual asset library, which includes a redesigned logo based on the principles of **material design**.
- Gained hands-on experience in photography for on-campus events, professional headshots, and more.

## Skills

### Languages:

Python, Swift, Java,  
JavaScript (Meteor), C, R,  
SQL, Golang, Objective-C

### Technologies/APIs:

XCode, Firebase,  
AsyncDisplayKit (Texture),  
AudioKit, CLLocationManager

### Other Tools/Interests:

Git, Design: Adobe Illustrator,  
Sketch, XD, Photography:  
Lightroom, Photoshop, travel,  
event planning