

OBJECTIVE Seeking a Full Time Software Development (Machine Learning) Engineering Position

EDUCATION

University of California, San Diego	La Jolla, CA
<i>M.S. Electrical Engineering (Computer Engineering)</i>	<i>September 2021 – Anticipated June 2022</i>
University of California, San Diego	La Jolla, CA
<i>B.S. Computer Engineering Music Minor</i>	<i>September 2017 – June 2021</i>
• Cumulative GPA: 3.91	Provost Honors: Winter 2018 – Spring 2021

PROGRAMMING SKILLS

Java | Python | C/C++ | Objective-C | TensorFlow | PyTorch | SQL | NoSQL | Javascript | ReactJS | NodeJS | Assembly | HTML | CSS | Git | Verilog | Amazon Web Services | Google Cloud Platform | MATLAB | Figma | Windows | Linux | MacOS

WORK EXPERIENCE

Snap Inc.	Mountain View, CA
<i>Software Engineering Intern, Snap AI Platform</i>	<i>June 2021 – September 2021</i>

- Worked in Python to improve the ML data pipeline by investigating performance of training data file formats and libraries
- Showed that consuming Parquet file format over TFRecord file format can bring up to 25x I/O efficiency gains in pipeline
- Produced POCs to replace an intermediate transformation module, proving significant reduction in storage and CPU cost

Snap Inc.	Santa Monica, CA
<i>iOS Software Engineering Intern, Games/Minis Features</i>	<i>June 2020 – September 2020</i>

- Worked in Objective-C for iOS to develop features and fix bugs in the Games/Minis Platform on the Snapchat application
- Onboarded Snippets (Games/Minis stickers) to a new internal framework to allow for saving Snippets to Memories
- Implemented game share optimizations of pre-selecting recipients in share flow, resulting in increased share volume by 20%
- Developed new unified share card design for Games/Minis available to the 200+ million daily active users of Snapchat
- Implemented the Games/Minis Tray (rocket icon) button with deep linking functionality available in user profile chat bars

Amazon.com	Seattle, WA
<i>Software Development Engineering Intern, Chaos Engineering</i>	<i>June 2019 – September 2019</i>

- Developed using Java Agents a new method of binding Gremlin application-level failure injection types to services, reducing burden to onboard services with Gremlin by 90% (10 hours to 1 hour), providing a total savings of 1.5k+ developer hours
- Contributed to development in maintenance and addition of new features of Chaos Engineering
- Contributed to internal Java Agent framework utilized across the company (AWS X-Ray, internal tooling, testing)

Vocera Communications	San Jose, CA
<i>Intern, Test Engineer</i>	<i>June 2018 – September 2018</i>

- Improved 25+% performance of the Selenium/Python test suite for the Web Console automation Agile Scrum project
- Developed new Selenium/Python automation scripts for testing Web Console and Voice Server interactions on Windows OS
- Designed and developed Voice Command Locale Pack Tool for test engineering; first tool to support different Locale Packs
- As assistant to SW Director, developed Excel VBA automated visualization and analytics from JIRA bug tracking dataset

RELEVANT COURSEWORK AND SKILLS

AWS Certified Cloud Practitioner | Deep Learning (PyTorch) | AI: Search, Reasoning, Optimization | Computer Architecture (Assembly, SystemVerilog) | Computer Security | Operating Systems | Database System Principles (SQL) | Brain Computer Interfaces | Algorithms | Advanced Data Structures (C++) | Software Engineering (React Native, Agile) | Interaction Design | Circuits and Systems | Analog Design | Data Science (Python) | Engineering Probability & Statistics

LEADERSHIP

Teaching Assistant	La Jolla, CA
<i>UC San Diego Computer Science and Engineering Department</i>	<i>September 2021 – Present</i>

- Assisted instruction of CSE 140L at UCSD, conducting office hours and grading projects for 220 students in SystemVerilog.

Triton Software Engineering (TSE)	La Jolla, CA
<i>President, Vice President - External, Developer</i>	<i>January 2018 – June 2021</i>

- Oversaw the development of a ~70 member student organization aimed to impact the community by offering pro-bono technical services to 15+ non-profit organizations, as well as hosting workshops and programs for computer science education.

LANGUAGES

English (Native Speaker), Mandarin Chinese (Fluent), Spanish