
Education

University of California, Riverside
Bachelor's of Science in Computer Science
GPA: 3.85, Cum Laude

Sep 2020 – Sep 2022
Riverside, CA

Projects

Drack's Adventures ([GitHub link](#) / [Demo](#))

- Developed a 2D roguelike RPG with Unity and C# in a 5 member team
- Applied Agile methodologies and Scrum to streamline project development
- Reinforced Object Oriented Programming (OOP) principles and software design patterns, reducing time spent developing new features by 20%

Random Number Generator RPG ([GitHub link](#))

- Built a GUI-based clicker RPG using C++ and QtCreator in a 3 member team
- Implemented a CI/CD pipeline using GitHub Actions to automate the software deployment process, improving requirements coverage by 50% and increasing bugs found by 25%
- Prepared clear Object Oriented software design patterns and class diagrams before writing code, reducing mid-development issues by 25%

CinemaCenter ([GitHub link](#))

- Built an IMDb clone where users can search for movies and post movie reviews
- Created the frontend using HTML/CSS, JavaScript, and EJS templating
- Implemented user authentication and user profiles with Firebase and Node.js/Express.js

Pokedex App (in progress) ([GitHub link](#) / [Demo](#))

- Developing a Pokemon-based web app that lets users interact with Pokemon fans
- Building the web application and RESTful API with Node.js, Express.js, and MongoDB

Cafe Menu Application

- Created a cafe menu console database application using SQL (PostgreSQL)
- Prepared database implementation by transforming ER diagrams into relational schemas

Technical Skills

Programming Languages:

- C/C++, Python, C#, SQL (PostgreSQL), HTML, CSS, JavaScript

Frameworks, Technologies, Tools, and Other:

- Node.js, Express.js, MongoDB, Unity, QtCreator, Version control (Git), Unit testing (Google Test), GitHub, Agile, Scrum, CI/CD (GitHub Actions), SDLC, REST API, VS Code