

Software Developer

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in

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Education

University of Illinois at Urbana-Champaign (UIUC) | Bachelor of Arts Linguistics, Computer Science Minor

Languages and Technologies _____

Most Experience: Python, Java, JavaScript, HTML, CSS **Moderate Experience:** C#, React.js, Android Studio

Some Experience: SQL, C++, Node.js, Cloud Services (e.g. Google Cloud Platform)

Programming Experience _____

Chary | Full-stack Developer (Personal Project)

Aug 2022 - Present

- A budgeting application that keeps track of a user's budgets, expenses, and earnings
- Created using Python, Flask, Javascript, HTML, and CSS. Also used Google Cloud Platform services, Chart.js, and Google Sign-In Authentication

Pokémon TCG Deck Builder | Full-stack Developer (Course Project)

Jan 2021 - May 2021

- Collaborated to design and build an app using Python, HTML, CSS, and Google Cloud Platform's mySQL database.
- Designed an SQL database system with stored procedures, triggers, and indexing.

Google | Student Training in Engineering Program (STEP) Intern *May 2020 - Aug 2020*

- Collaborated to create a web app that allows multiple users to collaboratively search for restaurants, finding restaurants based on the users' locations and preferences, updating in real-time using Socket.io.
- Developed using Javascript, HTML, CSS, Express.js, and Google Places APIs.

Google | Engineering Practicum (EP) Intern

May 2019 - Aug 2019

- Worked with the Android Authentication team to develop an experimental entry point for device pairing and data transfer when setting up a new Android phone.
- Implemented a new out-of-band authentication method for pairing devices.
- Programmed with Android Studio and Java, and designed unit tests using Mokito, Roboelectric, and Google-internal testing technologies.