
Education

MLH Fellowship | Summer 2021

- Spent the summer of 2021 as a Fellow in the MLH Fellowship, an internship alternative to gain development experience contributing to open source projects

California State University Monterey Bay | Class of 2023

- Bachelor of Science Degree, Computer Science, 3.96 Cumulative GPA

Cabrillo College | Spring 2018 - Spring 2021

- Transferable Associate Degree (IGETC), Computer Science, 3.92 Cumulative GPA
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Software Skills

Programming Languages:

- Proficient in: Elixir, Java, Node.JS/TypeScript, Elm, C#, SQL
- Familiarity with: Python, Rust, C++, Assembly

Tools and Technologies:

- Unity 3D, Git, Phoenix, AWS (EC2, RDS, Amplify), Digital Ocean (Droplets), NginX, Arduino/Particle microcontrollers

Databases:

- MySQL, PostgreSQL, MongoDB

Operating Systems:

- MacOS, Linux (Ubuntu, headless), Windows 10

Work Experience

Software Engineering Intern @ Corvus Insurance | May 2022 - August 2022

- Built upon Corvus's underwriting web application, the Crowbar, using Elixir, Elm, Ecto + PostgreSQL, Absinthe + GraphQL, and the Phoenix web framework
 - Applied Shape Up methodology to procure complete features in 5-week cycles
 - Wrote high-quality, full stack code with accompanying documentation and unit/integration tests
 - Collaborated with development team and underwriters to improve UW efficiency and auditing procedures
 - Obtained domain knowledge of insurance industry while working in a fast paced environment
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Project

AWS Amplify | Summer 2021

- Debugged and fixed problems in the Amplify CLI repository raised by community via Github Issues
- Implemented and tested new CLI features requested by repository maintainers and the community
- Updated documentation and unit tests regarding above contributions, increasing test coverage
- Employed open source best practices while completing the above tasks (i.e. feature branches, pull requests, Kanban board)
- Programmed in TypeScript for code contributions and used Jest for unit testing

Discord Bots | 2017 - Present

- Coded Discord bots to bring extra functionality to the Discord Chat App, including chat-based games, moderation tools, and pseudo currency systems
- Applied a variety of technologies across bots, including Node.JS, Elixir, PostgreSQL, MySQL, and various 3rd-party REST APIs

CruzHacks | January 2020

- Collaborated with teammates to build an Apartment Indexing App, a web app that assists in finding local housing
- Built backend using Node.JS and MySQL, which consolidated data collected by the web scraper in a MySQL database, serving it to a React frontend via Express.JS endpoints.

Unity Games | 2016 - 2018

- Built variety of small games for desktop PCs to learn OOP and Game Design
- Used C# and the Unity 3D game engine

Other Projects

- Built [portfolio website](#) from scratch using Elixir, Phoenix, and PostgreSQL | 2020
- Created an [open source Elixir library](#) for PlanetSide 2's Census API
- Learning the Rust programming language by reimplementing previous college Java assignments