

EXPERIENCE

SOFTWARE ENGINEER | AUG 2020 - CURRENT

Meta, Menlo Park, CA

- Enabled account migration from Oculus to Meta accounts, developing features to improve account management on web (React JS) and VR
- Led gCPU saving initiatives and coordinated oncall improvement and SEV reviews as Capacity and Stability Lead
- Unlocked ~3M new MAU as the primary engineer on Discover, a policy-unblocking free internet app

FULL-STACK DEVELOPER | APR 2020 - AUG 2020

BayShield, Berkeley, CA (Remote)

- Implemented Firestore backend and Flutter app to create a mobile platform where maker/3D-printing communities can manage PPE requests from medical facilities

SOFTWARE ENGINEERING INTERN | MAY 2019 - AUG 2019

Facebook, Menlo Park, CA

- Created the current product feature for the Q&A section on Marketplace/Shops, using React JS and Native with XHP and GraphQL

PART-TIME DEVELOPER | OCT 2018 - FEB 2019

Barclays, New York, NY (Remote)

- Developed a dynamic dashboard with Tableau and TypeScript that visualizes post-trade exceptions to streamline status management and documentation

UI ENGINEERING INTERN | MAY - AUG 2018

Squishy Robotics, Berkeley, CA

- Designed, built, and tested an intuitive UI for visualizing and analyzing realtime sensor data using Flask, Socket.IO, Node JS, and React JS

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY | AUG 2016 - MAY 2020

GPA: 3.96/4.0

B.A. Computer Science

- Summa Cum Laude, UPE CS Honor Society, PBL-FBLA VP of Operations

SOFTWARE SKILLS

- React JS, GraphQL
- Python, Java, C
- Git/Mercurial
- HTML, CSS, JS
- Ruby on Rails
- Flutter, Dart

HOBBIES & INTERESTS

- Crochet/knit
- Thrifting/secondhand shopping
- 100daysofcats.com