

EDUCATION

University of California, Merced, School of Engineering

Major: B.S. in Computer Science and Engineering

Minor: Business and Management

Graduation Date: June 2020

GPA: 3.3

Honors: Dean's List

SKILLS

Skills: Python, HTML, CSS, Java, JavaScript, C++, Swift, Arduino, Raspberry Pi, Python Flask, Windows XP, Windows 7,8,10, Mac OS, Linux, Ubuntu, English, Mandarin, Japanese

EXPERIENCE

Meta - Software Engineer (AR Firmware Engineering Team)

February 2022 - December 2022

- Collaborate with AR Firmware Engineering Team working on the latest AR/VR glasses technology
- Utilized **C++**, **PHP**, **C#**, **Python** as main language source for development
- Supported data science and research teams by developing an user-friendly tool to reduce time usage when collecting and uploading data by **70%**
- Developed and application supporting AR Firmware Team from scratch using **PyQt5** python library supporting different data type format

EAANO Inc - Full Stack Software Engineer Lead

January 2021 - September 2021

- Was offered a **11%** raise after 3 months due to improving customer base by **70%**
- Fully in charge of building a new high impact **API** to support our client side teams using **Python**, **SQL**, **Django** and **Jquery**
- Worked with **Back-end**, **Front-end**, **Mobile-app**, **UI design** and **QA** team developing new features and implementing it to **CRM** (Customer relationship management)
- Used **Python Flask** to import large data from **CVS** and used **MySQL** as a **database** to store users information
- Worked with a mass amount of **database** to improve faster and more efficient usages for users utilizing libraries from **Amazon Web Service** (AWS) as a base

University of California Merced - Full Stack Software Engineer

February 2020 – June 2020

- Created a server/website using HTML and CSS connecting it to Raspberry Pi as a **Front-end**
- Written code in python through Python Flask as a **Back-end** controlling the Raspberry Pi
- Mentee under a former **Google Employee** learning both Front-end and **Back-end** mechanics

Lawrence Livermore National Laboratory - Software Engineer

May 2019 – July 2019

- Analyzed large data-set using python through **reinforcement learning** and applying it to real-life simulations
- Coded a policy in virtual environment visualizing the **neural network** through graphs and decision trees

University of California Merced - Machine/Reinforcement Learning Engineer

March 2019 – August 2019

- Utilized libraries from **Amazon Web Service** (AWS) and Intel coach environment package as a base for HVAC (Heating, Ventilation and Air Conditioning)
- Designed and built multiple **Deep Reinforcement Learning** models for controlling HVAC, light, and window system in a whole building simulator;
- Implemented and modified **Deep Q Network**, **Dueling Deep Q Network** and Branching Dueling Deep Q Network to adapt for high-dimension action tasks by using Python, **TensorFlow** and Gym;

University of California Merced - Networked Embedded Systems Engineer

September 2018 – March 2019

- Modified wireless sensors **LoRa** and **LoRaWan** expanding the network server
- Implemented C/C++ through **Arduino** connecting hundreds of sensors and modifying it individually
- Operated with **TCP/IP LoRaWan** to connected Gateway accessing the network server

CS PROJECTS

Google Extension – Introduction to Google Chrome

September 2018

- Designed two UI pop-up satisfying Mac and Windows users walking them through basic shortcuts of Chrome
- Implemented CSS and HTML through Visual Studio Code to design both user interface

Game Developed – Monster Fighter

April 2018

- Designed and created 2D role playing action game and generated graphics by using C++ and OpenGL
- Applied Object-oriented Programming concepts: encapsulation, composition, inheritance, and polymorphism