

SUMMARY

Experienced Software Engineer skilled in AI, web development, and cybersecurity, with a proven track record of excellence. Proficient in Python, React.js, C++, Rails, and Agile methodologies, complemented by a strong background in AI technologies and object-oriented programming.

EXPERIENCE

- **Shastic** Folsom, CA
Software Engineer *Sept. 2023 - present*
 - Spearheaded codebase transformation initiative by refactoring and modernizing legacy Ruby on Rails and Ruby applications, reducing technical debt and improving system performance and maintainability
 - Developed a cutting-edge chatbot integrated into our banking RPA-as-a-service platform, enhancing customer engagement and satisfaction
 - Implemented robust ingest and data processing nodes to handle massive configuration files, optimizing data ingestion and processing times
- **Hunt Club Recruiting** Folsom, CA
Software Engineer *Dec. 2021 - Nov. 2022*
 - Collaborated with data engineers to develop internal AI algorithm using GCP to automatically source candidates from Heroku Postgres database that matched job requirements, and suggest them to recruiters
 - Developed and shipped many features and improvements to platform search functionality, with particular emphasis on improving search results relevance and filter performance
 - Revolutionized processes within a rapidly expanding engineering team: streamlined core platform documentation, enhanced communication regarding performance-critical tasks, established recurring knowledge transfer sessions, and enforced mandatory test coverage for new pull requests.
- **Tata Consultancy Services** Folsom, CA
Software Engineer *Mar. 2021 - Dec. 2021*
 - Worked in international team to develop and maintain AI software for real-world damage detection
 - Created and trained a custom object detection model to detect, classify, and analyze electrical equipment
 - Maintained systems by monitoring, identifying, and correcting software and hardware defects

EDUCATION

- **University of California, Davis** Davis, CA
Bachelor of Science in Computer Science *Sept. 2015 - Mar. 2020*
- **Arizona State University** Tempe, AZ
Master of Computer Science - Cybersecurity *May 2020 - July 2021*

PERSONAL PROJECTS

- **Neural Networks for Collision Prediction:** Design a custom neural network architecture to help a robot navigate a simulated environment while dynamically processing sensor inputs to avoid collisions. Created using assorted Python libraries, including PyTorch, sklearn, and numpy. Project page available here.

TECHNICAL SKILLS

- **Languages & Concepts:** Python, React.js, Javascript, Flask, Django, Typescript, Node.js, Ruby on Rails, Java, Kotlin, PostgreSQL, Elasticsearch, Express, SQL, HTML5, CSS3, C, C++, C#, Computer Vision (Object Detection, YOLO, ResNet), Generative AI (GANs), Natural Language Processing
- **Tools & Systems:** Linux, AWS, Docker, Travis CI, Circle CI, Microsoft Azure, Heroku, GCP, RabbitMQ
- **Frameworks & Methodologies:** Agile (Scrum, XP), TDD, OOP