EDUCATION

University of California, San Diego
B.S., Computer Science

Expected Graduation: Dec 2013
Major GPA: 3.79/4.00

TECHNICAL SKILLS

- Java, C#, C/C++, SPARC Assembly
- Linux, Mac OSX, Windows, Android
- Visual Studio, Eclipse, JUnit, SVN
- JSP, AJAX, SQL, HTML

EXPERIENCE

ViaSat, Inc., Carlsbad, CA **06/2012 - 09/2012**
Software Engineering Intern

- Worked in team of 3 interns/3 engineers to show proof of concept for integrating high quality MELP vocoding in a SATCOM terminal.
- Designed and implemented state machines that intercept and modify transmission headers in C.
- Converted between two different header formats based on Rx/Tx direction.
- Demonstrated successful interoperability with third party radio in MELP voice mode.

Perception Attention Learning Lab, UCSD **05/2011 - 06/2012**
Programmer Analyst

- Designed and implemented software for psychology experiments in C# with Visual Studio 2010.
- Developed to present stimuli to subject, provide feedback based on response, and log results.
- Implemented experiments both from scratch and from legacy code with existing framework.

Computer Science and Engineering Department, UCSD **03/2011 - Present**
Tutor

- Courses: Computer Org & Systems Programming (x2), Basic Data Structures (x3), Intro OOP Java (x2).
- Located defects in un-authored code and explained to students why their bugs exist.
- Discussed programming practices and debugging strategies with students.

COURSE PROJECTS

- **Nutrigotchi:** (Android) Designed and implemented interactive nutrition app with Tamagachi-style pet that increase/decreases health based on user's diet. Recognized as top contributing member from 3 of 3 peer reviews in team of 10 students.
- **nachOS:** (Java) Implemented miniature OS by completing thread functions, system calls, multiprogramming support, and memory management.
- **GradApps:** (JSP/AJAX/SQL) Implemented online graduate student admission system for applicant and decision-maker's end.
- **Maze:** (C++) Implemented maze creator with heap and disjoint subsets.
- **myLs:** (C) Implemented 'ls' command with default listing behavior and options: -F, -a, -l, -t, -r.
- **BCDclock:** (C/SPARC Assembly) Implemented console app that displays time in decimal and binary.

INDIVIDUAL PROJECTS

myBudget **06/2011 - 09/2011**

- Designed and implemented console app in C for managing personal budget.
- Provided interactive internal command line to add, edit, remove and list purchases.

ACTIVITIES

ViaSat Hackathon: Jet Jeeves **07/2012**

- Implemented Android app for in-flight request system by providing a store for customers and a demographic chart that maps purchases to seats for flight attendants.
- Placed in top 3 out of 15 teams.

CSE Peer Mentor **09/2011 - 12/2011**

- Mentored two new freshman students with one-on-one weekly meetings by providing advice on curriculum, organizations, and general information about the CSE Department.