

experience

Workday – Product Instructor (Jun 2023 –)

- delivering lectures, quizzes, and resources for customers to integrate external systems into their Workday deployment

Galvanize – Software Engineering Instructor (Jul 2022 – Jun 2023)

- creating and delivering instructional content to train students into becoming proficient full-stack software engineers in a 12-week bootcamp

Google – UX Engineer (Aug 2020 – Jun 2022)

- independent new feature dev across 3 different stacks for store.google.com
- independent new feature design and dev on internal tooling for UX researchers; using React/Redux

internships

Google – SWE Intern (Jun 2019 – Sep 2019)

- front-end feature dev for gamified ESL learning app in Research; using Angular

Amazon – SWE Intern (Jun – Sep 2018)

- feature development for real-time 3d data capture on binary convolutional neural net with 95%+ precision and accuracy; using Python (Keras)

Northrop Grumman, Corp. – SWE Intern (Jun – Sep 2017)

- code health and refactoring, QA, and global logging; using C++ & Visio

HyTrust, Inc. – SWE & Technical Writing Intern (Jun – Sep 2016)

- wrote “Introduction” and “Dashboard” chapter as technical writer
- cross-platform browser QA & testing

education

UC San Diego – Computer Science M.S. '20

- depth area: Human Computer Interaction
- lead Teaching Assistant for COGS 3: "Intro to Web Development"

UC San Diego – Computer Science B.S. '19

- tutor for 4 classes in data structures & block-based programming
- wrote curriculum for first-time programmers in Coursera MOOC "Computational Thinking for Everyone"

skills

tools: NodeJS, Typescript, React, Angular, CSS/Sass, Python, Figma, SVG editing

processes: UX research, experiment/HCI design, iterative design, prototyping, product strategy, version control/release

people: technical and document writing, agile methodologies, computer science tutoring and curriculum