
experience

Workday — Product Instructor (Jun 2023 —)

- delivered 5 different courses (multi-day; 6-7 hours of lecture per day) for 600+ students to build integrations and custom applications on the Workday platform
 - ensured stellar student experience, with average student rating of 4.91/5
 - managed end-to-end delivery of multiple, concurrent training initiatives across diverse project deadlines and stakeholder requirements
- collaborated with fellow instructors to create automations, resource lists, syllabi, and assessments to minimize instructor load and improve student outcomes
- designed and led front-end workshops for 150 developers at Workday conferences

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

- managed course material creation of full-stack software development instructional content to train 20 students in each 12-week bootcamp
- continuous improvement of curriculum by adding workshops, flipped classroom content, automated grading, and office hours
- oversaw development and launch of UX design module as part of student training

Google — UX Engineer (Aug 2020 — Jun 2022)

- developed new site functionality across 3 different stacks for store.google.com to support up to 30k QPS
- independent feature design and development on Google's internal video analysis tool for UX researchers
- built strong relationships with students in the CodeNext Connect mentorship program

internships

Google — SWE Intern (Jun 2019 — Sep 2019)

- independent prototyping and front-end development for gamified English learning app in Google Research (focusing on pronunciation and prosody)

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)

education

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

- depth area: Human Computer Interaction
- lead Teaching Assistant for 120+ undergraduate students in "Intro to Web Development" with an average instructor rating of 4.89

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

- tutor for 300+ undergraduate students across 4 classes in both data structures & block-based programming
- co-authored curriculum for first-time programmers in Coursera MOOC "Computational Thinking for Everyone"

skills

technical: NodeJS, Javascript/Typescript, React/Redux, REST/SOAP, CSS/Sass, Python, version control

instructional: adult and collegiate pedagogy, technical writing, agile methodologies, computer science tutoring and lecturing, curriculum development