

Skills

Web	HTML, Javascript, CSS, React framework
Native	C#, Node.js, Java, Python, C++
Games	Unity3D Game Engine, Oculus VR SDK, Photon Multiplayer
Adobe Suite	Illustrator, Photoshop, Animate, After Effects
Other	Git, Firebase/Google Cloud, Bash, Discord API, Ableton Live, Logic Pro, Blender, CAD

Experience

Univ. of Chicago Center for Data & Computing, Research Assistant, Center for Spatial Data Science (Summer 2021)
Developed open-source WebGeoda geospatial research platform (React, Redux)

Leaders United for Change - leadersunitedforchange.org (2020-present)
Created internal database to match students/mentors & student portal interface (Firebase, React)

Magnify Progress & Tobiko.io, Internship (2018-2020)
Mass image download and automated classification using machine learning (Python, Tensorflow)
Image classification webpage – Backend + Frontend (Python, Elasticsearch, GraphQL, React)

LinkU - linku.live (2020)
Lead developer - Video conferencing web app for college freshmen to meet (Firebase, React, Twilio)

Projects

Web Apps
hags.io: Online, socially-distanced yearbook signing app (hags.io)
MirrorDashboard: Open source software for Smart Mirrors (bit.ly/mirrordashboard)
Sequin Music: Music creation tool using Firebase + React (sequinmusic.com)
DJQ: Song request system for live events (djq.sequinmusic.com)
TaskForce Todos: To-do app using Firebase + React (taskforcetodos.com)

Extensions
Five Chrome Extensions, totaling 47,000+ current installs
Three open source *Minecraft* Bukkit plugins, totaling 15,000+ downloads

Games
Kartfinitly for MacOS/Windows - Unity3D + Firebase (kartfinitly.com)
Fish Simulator for Android/iOS - Unity3D (yoonicode.com/fishsimulator)

Education

Harvard-Westlake School, 11th grade (2019-present)
President, CS Club; HW Hackathon organizer; PicoCTF team; Student Ambassador
Co-developer, bulb.hw.com - Forum for student feedback for Student Council (React, Firebase)
Developer, Equity Sticks - Web app for teachers to track participation (React, Electron)
HW Game Jam, 2nd place - Oculus Quest VR game in Unity (2020) - yoonicode.itch.io/escape-the-lab
HW Hackathon, 2nd place team - Facial recognition app to help Alzheimer's patients (2019)
VEX Team Website Challenge, Finalist (2021) - hw-robotics.web.app
VEX Robotics team - competed in World (2021) and qualified for State (2020) Championships

UCLA (Summer 2020 & 2021)
Intro to Computer Science I (2020) and II (2021) in C++; Los Angeles Computing Circle (2020)

HarvardX Online Courses (2019)
R Basics, Machine Learning

Mirman School (2010-2019)
Departmental Awards – Math, Technology, & Spanish (2019), Technology & Theatre (2018)
Teen Tech Hackathon team – Moonshot award (2019)
Taught Unity Game Development classes
USC Discovery Project (Summer 2019)

Great Minds Robotics (2014-2019)
C#, C++, Unity, Data Structures, Machine Learning, Basic Cryptography, SQL, Computer Architecture

Johns Hopkins Center for Talented Youth (Summer 2018)
Fundamentals of Computer Science, Intensive Studies