

- EDUCATION • **Rice University** *Aug. 2020 — Dec. 2024*
- TARGET DEGREE: Bachelor of Science in **Mathematics**
- CUMULATIVE GPA: **3.81** FALL 2021 GPA: 3.86
- William P. Clements High School *Aug. 2016 — May. 2020*
- GPA: 4.00 SAT: 1500/1600 MATH II SAT: 800/800

- EXPERIENCE • Analyzed **Coronavirus DNA** to track COVID-19 migration *Summer 2022*
as Biological Anthropology lab intern under Dr. Andrew Kitchen at U. of Iowa
- Co-researched open question in **combinatorics** under *Summer 2021*
Dr. Peter Blanchard, professor of Mathematics at the University of Iowa
- Designed & wrote **robotics** software for multiple competitive teams *2016–2019*

- PROJECTS • **Circuit board** design & code for electronic wristwatch ↗ *Dec. 2021*
- Prototypes of various **patented** game controllers ↗ *Nov. 2021, Summer 2016*
- YouTube **accessibility** software for motor-disabled people ↗ *HackRice 2021*
- Internet communication program for **motor-disabled** people *Summer 2017*
- Secure account **database** & website front-end and back-end *Summer 2017*

- AWARDS • 3rd place at 36-hour Rice **Hackathon** ↗ ; 1st place in *HackRice 2021*
“First Timers” category
- Trinity University Tower **full-tuition Scholarship** ↗ (declined) *Spring 2020*
- 6th place team at national **Science Olympiad** tournament ↗ *Spring 2017*
- Taekwondo **black belt** & various tournament awards *2009–2013*

SKILLS

ACADEMIC MATH: Abstract Algebra, Linear Algebra, Vector Calculus

 PHYSICS: Classical Mechanics, Electrodynamics, Simulation Techniques

 HUMANITIES: Studied **Japanese**

PROGRAMMING MOST USED: Python, C, Shell, C++, JavaScript

 USED: Java, PHP, Rust, C#, Go, SQL, Assembly

 PARADIGMS: Procedural, Parallel, Object-Oriented, Functional

SOFTWARE	ELECTRONICS: KiCad, AVRDUDE		3D DESIGN: Blender 3D, FreeCAD
	GAME DESIGN: Unity 3D, GameMaker		GRAPHICS: GIMP, Inkscape
	MARKUP: L ^A T _E X, HTML & CSS		AUDIO: Audacity, LMMS