

Experience

USC Information Technology Services (ITS)

Los Angeles, CA

Engineering Assistant

May 2022 – May 2025

- Developed and updated React.js and Python applications to modernize classroom touch panels and automate network file updates, reducing manual work.
- Provided Tier 2/3 IT support, resolving 30+ weekly professor and classroom technology issues.
- Monitored Slack alerts to diagnose and remotely fix hardware disconnections/issues.
- Collaborated with engineers to install, configure, and maintain classroom technology across campus.

USC ITS

Los Angeles, CA

Learning Environments(LE) Tech -> Lead

July 2021 – May 2022

- Trained 20+ professors and staff on USC's hybrid learning systems, improving adoption and classroom efficiency.
- Managed and scheduled a team of 10 LE Techs, ensuring timely classroom support across 200+ rooms.
- Handled Tier 2 classroom IT issues and software updates, achieving 90 percentile and above issue resolution rate.

Projects

The WereCleaner

Los Angeles, CA

June 2023 – May 2024

Designer, Programmer, Discord Moderator

- Designed and developed a 3D isometric stealth cleaning game about a janitor who is also a werewolf using Unity3D and C#.
- Created detailed game mechanics, level designs, VFX and prototypes in ensuring an engaging and immersive player experience.
- Worked closely with artists and programmers to ensure the visual and functional elements of the game aligned with design vision
- Successfully balanced gameplay mechanics and narrative elements, leading to the game being nominated **iPhone Game of the Year** and winning **Unity's Best Student Project 2024** award!

GroupGrub

Los Angeles, CA

Front End Developer

Nov - December 2021

- Built a dining recommendation app using the Yelp API and a custom matching algorithm.
- Developed UI with HTML, CSS, JavaScript and integrated AWS RDS with MySQL for backend support.

Blue Lips

Los Angeles, CA

Lead Engineer/Project Manager

Jan 2024 – PRESENT

- Leading the development of a 2D top-down pixel puzzle game in Unity, using C# for scripting and game mechanics
- Coordinating with artists, designers, and musicians, and managing project timelines with burndown charts and regular meetings.

Education

University of Southern California

Bachelor of Science – Computer Science (Games) 2025

Culture Courses: Archery, Dance in Popular Culture, Chinese Civilization, International-Style Ballroom Dance, Writing for Animation

Skills

Languages: C#, C++, Python, Java, JavaScript, HTML, CSS

Frameworks/Tools: React.js, Unity, Unreal Engine 5, AWS, MySQL

Other: Project Management, User Testing, Client Communication

Languages: English (Native), Spanish (Native), Chinese (Beginner)