

## Experience

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### 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

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### 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

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### University of Southern California

#### Bachelor of Science – Computer Science (Games) 2026

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

**Math Courses:** Discrete Mathematics, Calculus 1-2, Probability Theory, Differential Equations, Linear Algebra, Real Analysis

**Design Courses:** Intro to Interactive Media, Game Design Workshop, User Research for Games, Intermediate Game Design

Video Game Programming, Computer Networking, Intro to Info. Security, Intro to Ai

**C.S. Courses:** Intro to C++ Programming, Data Structures, Algorithms, Embedded Systems, Principles of Software Dev., Computer Systems

## Skills

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**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)