

EXPERIENCE

- **Sumo Logic** — Web UI Engineer **July 2018 – Current**
 - Working primarily on UI infrastructure where my main responsibilities are:
 - * Maintaining and improving development and application infrastructure
 - * Improving application monitoring, performance, and security
 - Upgraded UI build system to Webpack 4:
 - * Resolved numerous errors and regressions introduced by upgrade
 - * Reduced development build times by about 70% and production build times by about 40%
 - * Enabled proper tree shaking for reduced bundle sizes
 - Designed and created CI/CD system that deploys UI internal style guide:
 - * Configured Jenkins slave to build Storybook along with oauth proxy server in Docker container
 - * Deployed container using AWS Fargate with SSL enabled via AWS ELB
 - Participated in a fairly standard and rigorous software development cycle involving code reviews, design docs, standups, sprints, and sprint groomings
 - Performed numerous codebase wide refactors with specific focus on impact
- **Google** — Software Engineering Intern **May 2017 – August 2017**
 - Created internal dependency visualization tool using Cytoscape.js, Polymer, and Material Design
 - Improved performance of Gmail JavaScript loader
 - Reduced Gmail initial load JS heap by about 5%-10%
 - Consolidated legacy Closure templates and removed old duplicated code
 - Expected impact of Gmail project: **~1.2 Billion Users**
- **Google** — Engineering Practicum Intern **May 2016 – August 2016**
 - Migrated legacy and synchronous server component to use newer, asynchronous APIs
 - Wrote unit tests for migrated component resulting in 94% code coverage
 - Used Dart and Angular 2 with the Angular Material Design Framework
 - Implemented component for new AdWords frontend to handle url validation
 - Exposed to enterprise development practices and Google infrastructure
 - Ate way too much food
- **SONOS** — Software Engineering Intern **June 2015 – October 2015**
 - Spearheaded a web project during the summer
 - Used modern web technologies: React.js/Flux, Babel (ES6/ES7), Node.js, Gulp
 - Designed using Suit v2, Sonos' responsive web framework
 - Incorporated internal REST and WebSocket APIs to build a real time web application
 - Exposure to Agile and SCRUM development methodologies
 - Exposure to Perforce and ReviewBoard for code submissions
 - Wrote Gulp tasks to compile the site, run unit tests in Mocha, and deploy to Amazon Web Services

PROJECTS

- **MLG Sounds for Messenger** **April 2015**
 - Design adhered to Material Design, and developed with compatibility down to Jelly Bean.
 - Integrated Facebook's Messenger APIs for sending sounds.
 - Acquired over 172,000+ downloads, and received over \$600 in ad revenue

ACTIVITIES AND LEADERSHIP

Google Startup Weekend — Team Gail 3rd Place — April 2015

- Assisted with technical discussion regarding application development
- Created “always listening” service to provide “Ok Gail” recognition similar to Google Now's “Ok Google”
- Solely developed RESTful API implementing the streamlined nurse to doctor documentation process

EDUCATION

San Jose State University

Bachelors of Computer Science

August 2014 – May 2018