

## Professional Summary

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Software engineer nearing the end of his year-long contract as part of Sutter Hill Ventures' Codepoint Fellowship program. After receiving 3 full-time offers within Sutter Hill Ventures, left to find opportunities to bring people together to create things.

## Experience

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**Reve** *◇ Software Engineer* February 2026 - Present

- Streamlined the evaluation of VLM models by building a framework with 10+ comprehensive sets of image tests.
- Created and maintained a website used to annotate 250,000 pairs of images used to train Reve's diffusion models.
- Developed dashboards and logs for tracking LLM calls in the product, allowing for accurate accounting of user costs.

**Augment Code** *◇ Software Engineer* August 2025 - January 2026

- Implemented an intuitive interface for users to easily track their credit usage from within Visual Studio Code and IntelliJ.
- Built an application to interface with over 100 open-source repositories using Augment's agent and context engine.
- Assisted in 3 migrations for the VS Code extension which overhauled chat persistence, front-end architecture, and UI design.

**Origin Golf** *◇ Software Engineering Intern* June 2022 - August 2024

- Organized an [active history](#) of the shop's 25 machines by constructing a MySQL database and a Node.js API.
- Accelerated payroll entry time by an estimated 30% by developing a user-friendly [time-clock management tool](#).
- Optimized manufacturing time by 3 hours per 1000 parts by creating a [machine code conversion tool](#) in React.js and Java.

## Relevant Projects & Leadership Experience

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**Video Game Development Club** *◇ Technology Director & Treasurer* September 2023 - June 2025

- Assembled the club's first technology team to create a [new club website](#) with accessible event and news integration.
- Facilitated maintenance of the events system for officers without technical skills by integrating it with the Google Sheets API.
- Orchestrated the development of [Spellthief](#) with 5 team members, creating a video game using Godot in 2 weeks.

**CSES Open Source** *◇ Engineering Manager* September 2024 - June 2025

- Recruited and led a team of 6 students to create Low-Price Center, an e-commerce platform for UCSD students.
- Led 25 team meetings over the course of the year, implementing all major features planned in a timely manner.

**Software Engineering Team Lead** September 2022 - December 2022

- Led a team of 10 students to create [Roommate Hub](#), an apartment management tool, in HTML, CSS, and JavaScript.
- Established standards for documentation, unit testing, and code review, and oversaw the creation of a CI/CD pipeline.

## Technical Skills

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**Languages:** JavaScript, TypeScript, Python, HTML/CSS, Java, C, C#, C++, SQL, R, MATLAB

**Technologies/Frameworks:** Svelte, React, React Native, Next.js, Web Components, Node.js, PostgreSQL, Firebase

**Developer Tools:** Git/GitHub, Augment, Figma, Unix, VS Code, IntelliJ, Vim, Vercel, Microsoft Office, Zoom, Google Meet

## Education

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**University of California, San Diego** June 2025

**Bachelor of Science in Computer Science** GPA: 3.90/4.00

**Bachelor of Arts in Music, Technology Emphasis**

Relevant Coursework: Machine Learning, Computer Vision, Cybersecurity, Recommender Systems, Computer Music

## Awards

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**Salutatorian at Classical Academy High School**

**National Merit Commended Scholar**

**Provost Honors** (Every Quarter Enrolled at UC San Diego)