

Education

University of Southern California
Class of 2021
Bachelor of Science
Arts, Technology and the Business of Innovation

Coursework

ITP 435 - Professional C++ Algorithms
ITP 380 - C++ Video Game Programming
ITP 460 - Web Application Project
ITP 325 - Computer Security

Experience

Game Developer, Sony Pictures Entertainment

June - August 2018 (3 months)

- Explored innovative technology to boost brand engagement with thousands of viewers
- Created a mobile augmented reality game with Unity to promote Sony's intellectual property
- Implemented computer vision with OpenCV and ARKit
- Trained machine learning models for object recognition with Tensorflow and CoreML

Software Engineer, F5Works

January - May 2017 (5 months)

- Implemented essential features for a client project serving 2 million users
- Developed mobile and web apps with Ionic and Angular 2
- Created administrative tools and dashboard using Ruby on Rails
- Integrated real-time chat with WebSockets and subscription payments with Stripe
- Enabled content delivery using AWS and S3

Projects & Hackathons GitHub: @recurza

SheLeads - Lead Developer

<http://sheleads.io>

Created a coursework and mentorship platform for a non-profit that pairs young women entrepreneurs with industry professionals. Built with PHP (Laravel) and Javascript (Ember).

Reality Virtually Hackathon - Sculpt Trace - Lead Developer

<https://devpost.com/software/sculpt-trace>

Led a team of developers to create an augmented reality tool to guide clay sculpting. Using a HoloLens, artists can create a perfect sculpture by tracing a wireframe of a 3D model.

LAHacks - Hira - Lead Developer

<https://devpost.com/software/hira>

A transcript-based notetaking application that actively helps users take better notes. Created using React JS and Firebase.

1st place winner of the Iovine and Young Freshman Development Prize.

Creating Reality Hackathon - Game Developer

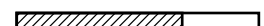
Created a virtual reality game where two wizards duel each other on a rooftop. Created using Unity for the HTC Vive.

Skills

C++



Ruby, Python, PHP



HTML, CSS, JavaScript



Unity(C#)

