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EDUCATION

The University of Texas at Austin
BS Computer Science

August 2016 - December 2020
Austin, TX

WORK EXPERIENCE

Trend Micro – *Software Engineer*, Austin, TX February 2021 - Present

- **AWS Telemetry Scanning:** AWS Lambda function retrieved daily information on customer cloud infrastructure, stored in Redshift, aggregated in Grafana dashboard
- **Prometheus Server:** AWS EC2 Prometheus server to generate, scrape, send metrics to AMP
- **PagerDuty Infrastructure:** Built PagerDuty infrastructure in Terraform to receive alerts from emails, Grafana, AWS Lambda, and integrate with Slack channel
- **Janus Analysis Tool:** Internal React, AWS Lambda/Step Functions Web App to analyze health status of customer devices by running user-built 'Health Modules'. Built user-facing React UI and Lambda API Gateway backend to create, manage, and run Health Modules and create analysis reports
- **Redshift Query Generation:** Mapped AWS Glue, Redshift tables to generate SQL queries, allowing clients to easily interface with telemetry data lake. Built React frontend, AWS Lambda API
- **Intern Buddy:** Guided and assisted interns to build telemetry storage and React graphing system
- **Glue ETL to Data Lake:** Converted unstructured multi-gigabyte XML data into Parquet for AWS Athena data lake using AWS Lambda and Glue ETL job

Trend Micro – *Software Intern*, Austin, TX June 2020 - August 2020

- **Janus Data Warehousing:** Built AWS Lambda Step Functions to parse unstructured log and config data into JSON, aggregate in Athena data lake

SnapStream – *Software Intern*, Houston, TX May 2019 - August 2019

- **Channel Filters:** User UI filtering feature to create, edit, delete groups to manage recording channels. Built HTML, jQuery user creation page, .NET and SQL backend
 - **Notifications:** Rebuilt notification system to increase customer control over notifications
 - **Salesforce Update Script:** Wrote Salesforce API script to automatically update customer records
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PROJECTS

Simplex Noise Shaders – GLSL 2020

- Designed and wrote shaders to generate 2/3D Perlin Simplex noise for terrain generation, visual effects

Don't Roast, 2D Game Dev Capstone – Unity, C# 2019

- Worked in team of 7 to develop 2D boss fighter. Designed and built finite state machine-based boss AI

Audemos – audemos.space – AWS (S3, Lambda), Serverless, JavaScript, HTML 2019

- Built audio sharing website with temporary file storage and audio playing capabilities
 - Hosted on AWS S3 with Cloudflare, uses Serverless framework for AWS Lambda backend
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SKILLS

Technologies

- Node.js, React, .NET, AWS, Serverless, Terraform, Docker, Linux, Unity

Languages

- JavaScript, Python, C#, Java, C++, C, SQL