

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGYAtlanta, GA

B.S. Computer Engineering | M.S. Computer Science

WORK EXPERIENCE

Booz | Allen | HamiltonRemote

Lead AI/ML Engineer | Generative AIApril 2024 – Present

- Architected and delivered multi-agent systems used across internal and client environments, including a document co-authoring platform, an ITOps automation system for a major federal client, and reusable Agent-Oriented Architecture assets.
- Built and deployed cloud-native AI solutions on Azure and AWS, contributing to an enterprise proposal-writing system with ownership of unstructured data ingestion and retrieval optimization; delivered measurable improvements in accuracy and usability.
- Led teams of engineers as Job Leader (5-8 engineers) driving architecture decisions, ensuring code quality, and providing technical mentorship as well as Career Manager (5 direct reports) supporting career growth, performance, compensation adjustments.
- Modernized and scaled AI platforms, leading redevelopment of a RAG-based Knowledge Assistant and Intelligent Data Processor (GraphRAG pipelines for entity extraction, disambiguation, linking, and intelligent retrieval).

CruiseRemote

Senior Software Engineer – Embedded Systems, ManufacturingJune 2023 – February 2024

- Led software enhancements for manufacturing and health verification of autonomous systems across early development, end-of-line testing, and vehicle service.
- Developed software in Python, C++, and ROS (Robot Operating System) for data collection, analysis, and process optimization.

General MotorsDetroit, MI / Remote

Senior Design Release Engineer – Autonomous Vehicle ComputingDecember 2021 – June 2023

- Provided technical leadership and decision-making for functional hardware development teams resolving top pressing issues efficiently.
- Built data processing tools to analyze large datasets, identifying anomalies during manufacturing and forecasting device reliability, directly informing millions in spend decisions and enabling earlier logistics planning.
- Applied knowledge gained from autonomous vehicle compute platform design and development to optimize future compute systems development processes throughout full product development lifecycle.

Design Release Engineer – Autonomous Driving System ComputerJune 2019 – November 2021

- Launched a new autonomous vehicle computing hardware platform
- Directed work of multiple international suppliers and cross functional team efforts including senior engineers and SMEs.
- Led project activities through design and development lifecycle from early experimental validation through commercial launch.
- Identified design, manufacturing, and assembly opportunities to satisfy vehicle program needs while minimizing cost.
- Bridged start-up agility with GM enterprise processes, enabling rapid iteration while meeting strict automotive standards.
- Negotiated and managed spend on multimillion-dollar hardware/software development contracts.

Systems Engineer – Connectivity TechnologiesNovember 2018 – May 2019

- Supported subject matter experts for technologies including Apple CarPlay, Android Auto, Bluetooth, and Wi-Fi.
- Led “Advanced Technology Work” project centered on vehicle data offloading and secure Wi-Fi enablers for V2X applications.
- Defined system specifications and requirements for multiple functional modules.
- Coordinated projection technology certifications for LG Low Radio Program, collaborating with Apple and Google on infotainment program approvals.

Infotainment Execution EngineerJuly 2017 – October 2018

- Delivered infotainment execution efforts across ten vehicle programs throughout development lifecycle.
- Developed software tools to enhance workflow processes among infotainment and greater electrical community.
- Conducted Level 1 infotainment support at Proving Grounds facility providing issue root cause and resolution to ensure launch quality.

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Developer InternMay 2014 – August 2016

Completed work full-time during summer semesters, as well as half-time throughout primary academic semesters

- Contributed source code, primarily focused on full stack web technologies, on eight client applications (federally contracted).
- Developed for projects throughout each stage of the software performance lifecycle (EPLC), all utilizing agile methodology.
- Exemplified leadership and presentation skills through management consulting-oriented intern case competition over the duration of each summer, winning first place while acting in the role of team leader.

Georgia Institute of Technology	Atlanta, GA
Undergraduate Teaching Assistant - Digital Design Laboratory	August 2015 – December 2015
<i>Facilitated course focused on rapid prototyping of digital systems and FPGA design</i>	
Haplit – Georgia Tech Idea to Prototype Program, CreateX Startup Summer	August 2015 – May 2017
<i>Multidisciplinary effort to develop a more affordable and durable learning aide for the visually impaired</i>	
Freelance Mobile Application Developer	November 2015 – August 2016
<i>Independent contract development of a social networking mobile-fist application to connect athletes and organize events</i>	

SKILLS & INTERESTS

Core Expertise

- **Generative AI & Agentic Systems:** Multi-agent orchestration (LangGraph), Retrieval-Augmented Generation (RAG/GraphRAG), Document Co-authoring & Intelligent Data Processing Systems
- **Embedded & Automotive Systems:** Autonomous vehicle computing platforms, kernel-level software optimization, C/C++ for high-performance and real-time systems, robotics & sensor fusion, infotainment & connectivity systems
- **Cloud & Infrastructure:** AWS (ECS/Fargate, S3, Bedrock, Neptune, OpenSearch), Azure (AI Search, Container Apps, OpenAI), Docker, Kubernetes, Infrastructure as Code (Terraform, Bicep)
- **Software Engineering & Leadership:** Python (primary), System & API Design, Algorithm Optimization, Technical Program Management, Career & Project Leadership (team management, mentorship, reviews, sprint planning)

Additional Experience

- Full-stack development (FastAPI, React)
- Data Analysis & Modeling (SQL, MATLAB, simulation)
- Digital logic design, VHDL, C#, Java

Achievements: GM Executive Reverse Mentorship Program, GM Vehicle Engineering TRACK Stars Fall 2018, DFSS Black Belt Certification

Hobbies: Skiing, travel, outdoor recreation, software development passion projects, 3D printing (esp when overlapping with SW element!)

RELEVANT COURSEWORK

Undergraduate Studies:

Embedded Computing Systems
 Programming Hardware/Software Systems
 Architecture, Concurrency, Energy in Computation
 Integrated Circuit Fabrication
 Capstone Design – Autonomous Boating

Graduate Studies:

High Performance Computer Architecture
 Machine Learning for Trading
 Artificial Intelligence for Robotics
 Computer Networks
 Algorithms