

SUMMARY

Cornell student with 5 years of experience creating innovative programming projects, interested in further developing skills through a challenging internship

EDUCATION

CORNELL UNIVERSITY

BS IN COMPUTER SCIENCE

Expected May 2023 | Ithaca, NY

College of Engineering

Dean's List

GPA: 3.706 / 4.0

REEDY HIGH SCHOOL

Grad. 2019 | Frisco, TX

Top 5% of class

COURSEWORK

UNDERGRADUATE

Discrete Structures

Object-Oriented Programming

Linear Algebra

Differential Equations

Multivariable Calculus

Operations Research

HIGH SCHOOL

Data Structures

Mobile App Development

Video Game Design

SKILLS

Languages:

Java • Python • C# • Ruby • Swift

HTML • CSS • JavaScript

Tools:

Visual Studio • Ruby on Rails

Unity Game Engine • XCode

Windows Command Line

CAREER INTERESTS

Software Engineering

Artificial Intelligence

Algorithm Design

Modelling/Simulation

LANGUAGES

Japanese: Intermediate

Spanish: Basic

EXPERIENCE

CORNELL AUTONOMOUS BICYCLE | PROJECT TEAM MEMBER

February 2020 – Present | Ithaca, NY

- Implemented the pure pursuit path-following algorithm in Python, allowing the robotic bike to drive without human intervention
- Wrote code to convert routes from Google Maps API into a list of coordinates

THREE BEARS | CO-FOUNDER, SOFTWARE ENGINEER

May 2020 - August 2020

- Developed a website in Ruby on Rails, including an interactive timeline interface in HTML/CSS/JavaScript that allows users to record events
- Applied entrepreneurship principles learned from mentors as part of ORIGIN Bootcamp, a summer program for startups

FIRST ROBOTICS COMPETITION | TEAM CO-FOUNDER

January 2018 – July 2019 | Frisco, TX

- Co-founded the Radicubs (Team 7503), a student-run FRC team
- Engineered the robot's drivetrain program in Java to smoothly respond to varying angles and magnitudes of thumbstick input
- Team received the Rookie All-Star Award and Highest Seed Award

SUBWAY | FOOD SERVICE WORKER

Summer 2019 and Summer 2020 | Frisco, TX

- Served customers and closed the store alone several times a week

CORNELL DINING | FOOD SERVICE WORKER

October 2019 - March 2020

PROJECTS

POLYGON ART GENERATOR [link]

- Developed a program in Python that automatically synthesizes visually-pleasing polygon art from photos
- Program reduces unappealing jagged edges by decreasing color variance per triangle to under 50%, compared to the naive solution

CONJUGATE [link]

- Launched a puzzle-platforming game with a teammate in Unity and C#
- Sold a license to Cool Math Games
- Placed 4th out of 22 submissions in a game jam

NN ADVERSARIAL ATTACKER [link]

- Implemented a neural network in Python that recognizes handwritten digits using the MNIST database with up to 95% accuracy
- Designed a white-box algorithm that adds noise to an MNIST image to fool the neural network into identifying it as the wrong digit
- Adversarial images differ from original by only 2%

"CAMEL UP" AI PLAYER [link]

- Hand-coded an AI in Java to play a strategy board game
- Solution uses Monte Carlo analysis to choose ideal moves given board layout and past behavior of other players