

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

COURSEWORK

UNDERGRADUATE

Fall 2020

Machine Learning

Natural Language Processing

Probability and Statistics

Spring 2020

Object-Oriented Programming

Linear Algebra

Differential Equations

Fall 2019

Discrete Structures

Multivariable Calculus

Operations Research

HIGH SCHOOL

Data Structures

Mobile App Development

Video Game Design

SKILLS

Languages:

Java • Python • C# • Ruby • Swift

HTML5 • 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

EXPERIENCE

ECHOAR | SOFTWARE ENGINEER INTERN

September 2020 – November 2020

- Assist in the development of a cross-platform real-time cloud engine
- Create tools and infrastructure to help developers build AR/VR applications
- Build SDKs for specific tools/languages such as Unity, Java, and Swift

CORNELL AUTONOMOUS BICYCLE | PROJECT TEAM MEMBER

February 2020 – Present | Ithaca, NY

- Implemented the pure pursuit path-following algorithm in Python, allowing the team's 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 that allows users to record events
- Designed an interactive timeline interface in HTML/CSS/JavaScript
- Presented a business plan in a pitch competition as part of ORIGIN Bootcamp, a summer program for startups

FIRST ROBOTICS COMPETITION | TEAM CO-FOUNDER

January 2018 – July 2019 | Frisco, TX

- Co-founded a student-run FRC team by recruiting sponsors and teammates
- Engineered the robot's drivetrain program in Java to smoothly respond to varying angles and magnitudes of thumbstick input

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

NEURAL NETWORK / ADVERSARIAL ATTACKER [\[link\]](#)

- Implemented a neural network in Python that recognizes handwritten digits using the MNIST dataset 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

CONJUGATE [\[link\]](#)

- Launched a puzzle-platforming game with a teammate in Unity and C#
- Sold a license to Cool Math Games

AWARDS

- 1st place in the world - Destination Imagination Scientific challenge
- Eagle Scout, one of ~300 Scouts in history to earn every merit badge
- 4th place of 22 submissions - Games Factory Jam 5
- Rookie All-Star and Highest Seed Award - FIRST Robotics Competition