

## Education

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Georgia Institute of Technology – Atlanta, GA  
Bachelor of Science in Computer Science

*August 2019 – May 2023*  
Faculty Honors, Dean's List, Zell Miller Scholar

## Work Experience

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| <i>Software Engineer</i>   | Applied Intuition | <i>June 2023 – Present</i> |
| <ul style="list-style-type: none"><li>• Building a cloud-native autonomous vehicle development toolchain centered on simulation-based V&amp;V.</li><li>• Developing full stack features across products using Python, Go, React, Kubernetes, Postgres, and Bazel.</li><li>• Identified a market gap for a drive data auto-labeling system and gathered customer pull from 10+ OEMs.</li><li>• Using said pull, founded a 0 to 1 tiger team to deploy and sell a multi-modal embedding model for tagging.</li><li>• Refactored a DSL compiler to leverage memoized abstract syntax trees for ~5x faster compilation speed.</li><li>• Wrote an async simulation data processor which runs abstract algorithms on billions of rows of sim data.</li><li>• Aided in doubling the TCV of one product, personally managing the eng-side of 5+ accounts totaling \$XXm.</li><li>• Authored product and eng roadmaps, demoed features to C-suite customer execs, and guided pre-sales.</li></ul> |                   |                            |
| <i>Software Engineer Intern</i>  | Snap Inc.         | <i>May – August 2022</i>   |
| <ul style="list-style-type: none"><li>• Researched in Snap's R&amp;D division, SnapLab, on Spectacles - Snap's next generation wearable smartglasses.</li><li>• Improved computer vision models for hand tracking and pose estimation using Spectacles' camera system.</li><li>• Generated over three million frames of fully synthetic training data which reduced CV model error by 20%.</li><li>• Built and deployed load distributed Kubernetes machine learning pipelines for CV training and validation.</li></ul>   |                   |                            |
| <i>Software Engineer Intern</i>  | Uber              | <i>May – August 2021</i>   |
| <ul style="list-style-type: none"><li>• Algorithmically modelled order costs (Core Pricing team) for over 80 million monthly Uber Eats orders.</li><li>• Developed pricing microservices which calculated delivery fees based on restaurant and customer location.</li><li>• Utilized Uber's H3 Hexagonal Hierarchical Spatial Index to scale algorithms to evaluate over broader regions.</li><li>• Wrote the back-end for the services with Go, Python, Hive, and Docstore (Uber's distributed SQL database).</li></ul>  |                   |                            |
| <i>Software Engineer Intern</i>  | The Home Depot    | <i>January – May 2021</i>  |
| <ul style="list-style-type: none"><li>• Designed and programmed ARKit-based iOS apps to scan 3D models of customers' furniture with LiDAR.</li><li>• Enabled the app to generate and save high fidelity meshes from the scans with ~2cm-wide polygon faces.</li><li>• Merged the meshes with AR to create real-time virtual visualizations of the customers' furniture and rooms.</li></ul>  |                   |                            |

## University Projects & Organizations

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- CopyCat – Computer Vision and HCI research project which utilizes pose-estimators paired with Hidden Markov Models to translate American Sign Language (ASL) signs to aid deaf children learning ASL.
- PopSign – Primary project manager of PopSign, a published iOS and Android mobile app which teaches adults ASL. PopSign is backed by Google's Accessibility Research Team and was presented at Google I/O 2023.
- GT CS Careers Club – Founder and President of the Georgia Tech Computer Science Careers Club, a registered student organization and online community of over 2,600 GT CS students. The club offers mentorship, resume workshops, mock interviews, technical interview prep, and other career-related services.

## Awards

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- 1st Place Paper – ACM CHI Conference 2021, Undergraduate Student Research Competition – May 2021.
- Best Overall Presentation – Georgia Tech CoC, Undergraduate Research Symposium – April 2021.

## Skills

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- Languages – *Python, Go, Typescript, Java, C++, C, C#, Swift, Bash, x86 Assembly*
- Technologies – *React, Docker, Kubernetes, Terraform, AWS, GCP, SQLAlchemy, Bazel, GraphQL, Postgres, Git*
- Concepts – *Machine Learning, Computer Vision, Pose Estimation, Microservice Architecture, Distributed Systems, Scalable Containerization, Cloud Computing, Human Computer Interaction, Augmented Reality*