

Education

Georgia Institute of Technology – Atlanta, GA
Bachelor of Science in Computer Science, GPA 3.91

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

Work Experience

Software Engineer Intern **Snap Inc.** May 2022 – Present

- Working in Snap's R&D division, SnapLab, on Spectacles - Snap's next generation wearable smartglasses.
- Designing computer vision models for hand tracking and pose estimation using Spectacles' camera system.
- Generating batches of entirely synthetic hand tracking training data to train models without real world data.
- Creating comprehensive GCP-deployed machine learning pipelines for easier model training and optimizing.

Software Engineer Intern **Uber** May – August 2021

- Worked under Uber Eats' Core Pricing team, the group responsible for modeling Uber Eats order costs.
- Developed a pricing service which calculates order delivery fees based on restaurant and customer location.
- Deployed the service into production where it is utilized for every order made by 70 million monthly users.
- Coded the back-end for the service with Go, Python, Hive, and Docstore (Uber's distributed SQL database).

Software Engineer Intern **The Home Depot** January – May 2021

- Designed and programmed ARKit-based iOS apps to scan 3D models of customers' furniture with LiDAR.
- Generated high fidelity mesh scans with ~2cm-wide polygon faces utilizing said apps.
- Merged the models with AR to create virtual visualizations of the customers' furniture and rooms.

Data Science Intern **JANUS Research Group** June – August 2020

- Constructed a line of computer vision sensors to monitor meters on water pumps at local farms.
- Integrated the sensors into the Google Cloud Platform, connected via LoRaWAN and cellular data.
- Created a UI with Django, InfluxDB, and Grafana for the Georgia counties managing the sensors.

Projects & Organizations

CopyCat – Computer Vision and HCI research project which utilizes various pose-estimators (such as MediaPipe, Kinect, and AlphaPose) paired with Hidden Markov Models to translate American Sign Language (ASL) signs to aid deaf children learning ASL. Developed in Dr. Thad Starner's Contextual Computing Group.

Co-authored Publication at 2021 ACM CHI: <https://dl.acm.org/doi/abs/10.1145/3411763.3451523>

PopSign – Project Manager of three Ubiquitous Computing teams developing PopSign, a mobile game which teaches adults ASL on their phones. PopSign is backed and funded by Google's Accessibility Research Team.

GT CS Careers Club – Founder and President of the Georgia Tech Computer Science Careers Club, a registered student organization and online community of over 1,800 GT CS students. The club offers mentorship, resume workshops, mock interviews, technical interview prep, and other career-related services.

Awards

1st Place Paper – ACM CHI Conference 2021, Undergraduate Student Research Competition – May 2021.

Best Overall Poster Presentation – Georgia Tech, Undergraduate Research Symposium – April 2021.

Skills

Languages – Python, Java, Go / Golang, C++, C, C#, Swift, Bash, x86 Assembly

Technologies – Django, MediaPipe, iOS, GCP, Docker, GitHub, TensorFlow, SQL, Apache Hive, InfluxDB

Concepts – Human Computer Interaction, Machine Learning, Computer Vision, Pose Estimation, Augmented Reality, Kernel Development, Sensor Design, Data Visualization, Containerization, Agile Development Process