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Education

Cornell University Ithaca, NY

B.A. IN COMPUTER SCIENCE | MINOR IN PHILOSOPHY

Expected May 2023

• Relevant Coursework: Object-Oriented Design and Data Structures (Honors), Discrete Structures, Functional Programming

Skills

Technologies ReactJS, Gatsby, NodeJS, Firebase, Git, Github Actions, Travis CI

Languages Java, C#, Javascript, Python, OCaml

Communication English, Chinese

Experience

Cornell Design and Tech Initiative

Ithaca, NY

FULL STACK DEVELOPER Sept. 2019 - PRESENT

• Develop the backend of "eve", a mobile app for discovering events at Cornell, using React, NodeJS, and Firebase.

· Implemented a backend interface for importing and processing event data from both a web scraper and user-generated files.

Cornell University Ithaca, NY

TEACHING ASSISTANT Jan. 2020 - PRESENT

• Hold office hours and grade assignments for students.

• Course: Trends in Web Development

FIRST Robotics Competition, Great Neck South High School

Great Neck, NY

PROGRAMMING LEAD Sept. 2017 - May 2019

- Programmed various robots in Java for competition and local community outreach events.
- · Optimized robot movement through PID control and real-time visual processing.
- Hosted programming workshops for current and prospective team members.
- Contributed to consistent competition performance, leading the team to qualify for the FIRST Championship (Worlds) two seasons in a row.

Side Projects

Ask Palette - BigRed//Hacks

Sept. 2019

SOLO DEVELOPER

- Developed a web tool that generates a color palette from a given search query using Google App Engine and Flask.
- Integrated Google Cloud ML Engine to analyze queried search terms and produce appropriate colors.
- Designed a cache system to avoid unnecessary API calls.

Half Bot Half Brain - TeenHacksLI

May 2019

DEVELOPER

- Developed a tool to analyze input text and generate a grammatically valid variation of given text using a React frontend and Flask backend.
- Created an interface where user can enter custom text and view the generated result.

Legends of Code and Magic - Competition

July 2018 - Sept. 2018

CONTESTANT

- Designed an AI in Java to play a digital strategy card game.
- Implemented an efficient game model to use with Monte Carlo tree search.
- Placed 81st out of over 1000 competitors.

QMK Firmware July 2018

OPEN SOURCE CONTRIBUTOR

• Implemented Bluetooth functionality for the HHKB keyboard model.