

Work Experience

Facebook Software Engineer, July 2017 - Current, Intern, July 2015 - September 2015 & July 2016 - September 2016

Worked on the [Nuclide](#) team, Facebook's custom IDE written primarily in Javascript and Flow using ReactJS and Observables (RxJS). Collaborated with partner and cross-functional teams, developed project plans, and communicated timelines and progress regularly.

Java Debugger

- **DAP Migration:** Rewrote Nuclide's in-house Java debugger to speak [Microsoft's Debug Adapter Protocol](#)
 - Wrote multithreaded Java, debugged race conditions, added end-to-end tests, and properly used locks
- **Driving Adoption:** Single-handedly conducted user research with developers to prioritize tasks. Drove adoption through better console expression evaluation, evaluate-on-hover support for variables in code, and support for custom source paths allowing developers to debug library and non-standard code.
 - Used analytics infrastructure to measure changes in daily, weekly, and monthly usage

Python Support

- **Python Debugger:** Synced over two years of open source commits for the Python debugger resulting in faster performance and bug fixes
 - Added custom support for Django developer containers providing port forwarding, path mapping, and a Chef deployment of Nuclide
- **Format on Save:** Developed feature in Nuclide that formats file on save, pairing the appropriate formatter with the formatter configuration specific to a file's repository

Daiquery

- **Uhaul Integration:** Improving Data Scientists' UX by integrating two separate, but commonly used tools
 - Reduced cognitive overhead by remembering dependencies between queries and data transfers
 - Helped users compile queries more easily by pulling in metadata of datasets

ComponentKit

- **pcomponents:** debugging tool for [ComponentKit](#), a React-inspired view framework for iOS
 - Used by Facebook's iOS developers
 - automatically generates debugging information for the app's bug reports
 - Open sourced, I have met developers outside of Facebook who use it
- **Performance Components:** tool for measuring Component creation and layout computation times
 - Generated data to determine which components used the most time
- **Shimmering Stories:** changed the way new Facebook posts load
 - Changes increased user interaction during the period in which new posts were being loaded from the server

Coupa Software Software Engineering Intern, June 2013 - September 2013

- Created and setup a developer VM
 - Decreased ramp up time for new developers
- Added the Visa Commercial Format and Orbitz Travel documents to the system
 - Allowed for Visa corporate card expenses and Orbitz travel expenses to be used by the expense management system

The Coding School Instructor, 2014 - 2017

- Taught HTML/CSS, Javascript, and Unity to Middle School Students
- Learned what makes programming difficult to learn and how tools can make this easier
- Helped design and provide feedback on course curriculums

Projects

Amanphic: April 2016

- An exploration into making abstractions easier to understand and create
- Uses a “Prototype tree” which combines advantages of both classical and prototypical inheritance
- Displays many instances of a class to help users better understand the abstraction that the class provides

FBCLI: April 2013

- Web-based command line interface for Facebook
- Wrote the input parser and passed parsed tokens to their respective functions
- 2013 Facebook SoCal Hackathon Winner

Skills

Languages JavaScript, PHP/Hack, Python, Java, SQL, C, C++, HTML, CSS

Tools Linux/Unix CLI, Heroku, Vim, Git, Mercurial, Xcode, Visual Studio, Atom, Chef

Education

B.S., Computer Science, University of California, Los Angeles

2012-2016, 2020 (expected). GPA: 3.0

About Me

I like meditating, rock climbing, comedy, and cats.