

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). Worked with partner and cross-functional teams, developed project plans, and communicated my timeline and progress.

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 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

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