

## Education

### The University of Texas, Austin

Overall GPA: 3.91

5-Year Integrated Bachelors & Masters, Computer Science

May 2017

## Technical Skills

**Proficient in:** Python, Java

**Comfortable with:** C/C++, HiveQL

**Exposure to:** R, MATLAB

**Tools:** Hadoop, Hive

NumPy, SciPy, matplotlib

Mesos

## Experience

### Apple Inc., Applied Machine Learning, Intern (*Cupertino, CA*)

Summer 2015

- Designed and implemented an enhanced model for product recommendations on the Apple Online Store
- Technologies: Hadoop, Hive, Python, Java

### Apple Inc., iCloud Application Engineering, Intern (*Cupertino, CA*)

Summer 2014

- Designed and prototyped a cluster management system that auto-scales in response to resource demand
- Proposed new architecture for a specific application to make use of this new auto-scaling infrastructure

### Applied Research Laboratories, Space & Geophysics Lab, Honors Scholar & Researcher (*Austin, TX*)

Summer 2013 – Spring 2015

- Implemented and evaluated new algorithms for modeling the ionosphere
- Analyzed large amounts of GPS satellite data with an emphasis on data visualization

## Projects

### Computer Science Educational Materials and Mentorship

Summer 2015

- Developing exercises and sample solutions to reinforce students' data structures and algorithms skills
- Meeting regularly with a student/friend to foster their growth as a computer scientist

### Fifteen Puzzle Game AI

Fall 2014

- Used multiple A\* searches in serial to tackle enormous state space
- Compared different search strategies and methods of dividing the search into phases

### The Pacman Projects, implement fundamental Artificial Intelligence concepts

Spring 2014

- A\*, minimax, expectimax search; reinforcement learning; classification; Bayesian inference
- Won first place in the Capture the Flag tournament among other honors AI students

### PolyDrop, a game for the Leap Motion Controller that won first place in a hackathon competition

Spring 2014

- Players catch falling polygons and balance them on a platform controlled with their hand
- Has over 40,000 downloads on the Airspace App Store

### LetterPress Game AI

Winter 2012

- Designed effective evaluation function to assign a value to any game state
- Graphically displays best possible game states one turn into the future

## Research

### Intelligent Feature Extraction for Egocentric Video Classification

Fall 2014 - present

- Working with Dr. Kristen Grauman to develop a thesis in the areas of computer vision and machine learning

## Selected Coursework

Graduate Autonomous Robots

Fall 2015

Honors Machine Learning and Vision

Fall 2015

Honors Statistics

Spring 2015

Honors Artificial Intelligence

Spring 2014

## Awards

Winner of Compare Metrics/Leap Motion hackathon

2014

Honors Scholar of College of Natural Sciences

2013 - 2015

Honors Scholar of Cockrell School of Engineering

2013