

Education

The University of Texas, Austin	December 2015
Overall GPA: 3.92	
Bachelor of Science, Computer Science, Turing Honors Scholars	
Business Foundations Certification Program	

Technical Skills

Proficient in: Python, Java	Tools: Bash, Git, JIRA, unittest
Comfortable with: C++	NumPy, SciPy, matplotlib, MATLAB
Exposure to: R, C, HTML/CSS/JavaScript, SQL	Apache Mesos & Aurora, Vagrant

Projects

Fifteen Puzzle Game AI	Fall 2014
<ul style="list-style-type: none">Used multiple A* searches in serial to tackle enormous state spaceCompared different search strategies and methods of dividing the search into phases	
The Pacman Projects , learn and implement fundamental Artificial Intelligence concepts	Spring 2014
<ul style="list-style-type: none">A*, minimax, expectimax search; reinforcement learning; classification; probabilistic inferenceWon 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
<ul style="list-style-type: none">Players catch falling polygons and balance them on a platform controlled with their handHas over 30,000 downloads on the Airspace App Store	
LetterPress Game AI	Winter 2012
<ul style="list-style-type: none">Designed effective evaluation function to assign a value to any game stateGraphically displays best possible game states one turn into the future	
Physics Simulator , models gravitational motion and elastic collisions	Spring 2012
<ul style="list-style-type: none">User plays with gravity, modifying particles and gravitational fields with simple GUIHelps visualize conservation of momentum and the inverse square law	

Experience

Apple Inc. , iCloud Application Engineering, Intern (<i>Cupertino, CA</i>)	Summer 2014
<ul style="list-style-type: none">Designed and prototyped a cluster management system that auto-scales in response to resource demandProposed new architecture for a specific application to make use of this new auto-scaling infrastructurePresented my work to managers and other engineers in a formal setting	
Applied Research Laboratories , Space & Geophysics Lab, Honors Scholar & Researcher (<i>Austin, TX</i>)	Summer 2013 - present
<ul style="list-style-type: none">Implemented and evaluated new algorithms for modeling the for the ionosphereAnalyzed large amounts of data from GPS satellites with an emphasis on data visualization	
UT Engineering Department , Tutor (<i>Austin, TX</i>)	Spring 2013
<ul style="list-style-type: none">Selected by professor to tutor his Introduction to Chemical Engineering Analysis courseWorked with students individually and in groups to assist with understanding abstract concepts	
Institute for Advanced Technology , Science and Engineering Intern, Student Researcher (<i>Austin, TX</i>)	Summer 2011
<ul style="list-style-type: none">Studied and analyzed blast characteristics of electric arc discharges in airPresented formal, comprehensive report to panel of judges; awarded honorable mention	

Research

Action Prediction for Egocentric Video	Fall 2014 - present
<ul style="list-style-type: none">Working with Dr. Kristen Grauman to conduct computer vision research and develop a thesis	

Awards

Winner of Compare Metrics/Leap Motion hackathon	2014
Honors Scholar of College of Natural Sciences	2013 & 2014
Honors Scholar of Cockrell School of Engineering	2013
Honorable Mention - Institute for Advanced Technology Presentation	2011