

EDUCATION

UNIVERSITY OF UTAH

Computer Science B.S. with Math and Cognitive Science Minors – May 2020

Graduated Cum Laude. Recipient of the President's Scholarship, Regents' Scholarship, and Bingham Alumni Scholarship

Languages/Skills: Python (data science, AI/ML packages), Java, C, C++, JavaScript

TECHNICAL EXPERIENCE

SOFTWARE ENGINEERING INTERN – INSTAGRAM (FACEBOOK)

May 2019 to August 2019

Trained and deployed computer vision models that detect nudity and other negative content on Instagram. Designed and implemented automatic reporting infrastructure that improved the pipeline of media classification to human content moderation.

- Created ensemble neural network and random forest models that score Instagram uploads on their likelihood of violating content guidelines.
- Designed and implemented an automated pipeline that adjusts classifier score thresholds at which media is sent for human content moderation.

EXPLORE INTERN – MICROSOFT ARTIFICIAL INTELLIGENCE & RESEARCH ORG

May 2018 to August 2018

Created a classifier for web page table header detection. Web Data & Index Gen team under the Artificial Intelligence and Research organization.

- Created a boosted decision tree classifier for table header detection, improved existing header detection coverage by 2.6 times at 95% accuracy.
- Analyzed and processed millions of webpages. Constructed a data extraction and featurization pipeline.

RESEARCH ASSISTANT – UNIVERSITY OF UTAH

January 2018 to Current: Network Traffic Classification Project (NSF #1642158)

Developed similarity-based, probabilistic classification of network traffic. Part of the NetSecOps (Network Security Operations) project advised by Professors Jeff Phillips and Jacobus Van der Merwe.

- First author paper submitted (currently under review) to Super Computing 2020

November 2017 to December 2018: SLATE Project (NSF #1724821)

An experimental platform, implemented with Kubernetes, that hosts high performance computing resources and containerized research applications.

- Configured the Helm Charts of over 15 applications and deployed these applications on SLATE's Kubernetes clusters.
- Three publications at PEARC 2017 and 2018

CODE U SUMMER 2017 PROGRAM – GOOGLE

May 2017 to August 2017

Created the GUI, input tokenizer, and helped implement persistent storage and access control features of a Java chat application.