

EDUCATION

The University of Chicago | *Undergraduate Student*

Sep 2018 - Jun 2022

Pursuing a double major in Computer Science and Media Art and Design | GPA: 3.6

SKILLS & INTERESTS

Skills: *Programming Languages:* C • C++ • Java • Python • Typescript • Javascript • Haskell • HTML • CSS

Development Tools: React/React Native • Redux • AFrame • 3JS • Expo • Unity • Git • Django • MySQL • Blender • Fusion360

Art & Design: RunwayML • Adobe Illustrator/Photoshop • Experienced with Laser Cutters, 3D Printers, CNC Machines & Software

Interests: Game Design • Algorithmic Art • Web Development • Virtual & Augmented Reality • 3D Modeling • Ceramics • Sailing • Tennis

AWARDS & ACCOMPLISHMENTS

UChicago Dean's List • National Merit Scholar • AP Scholar with Distinction

Awarded Metcalf Grant for Research in HCI

Hackathon Winner: Best Social Good Hack | Venus Hacks 2021

- Global Goals uses [Phaser](#), [Python Flask](#), [SQLite](#), and [Pixel Studio](#) to create a full stack web browser game with custom graphics.
- Encourages social activism through a community-oriented app that enables players to grow an oasis of animals by engaging in justice work.

EXPERIENCE

University of Chicago HCI Lab | Research Assistant

Dec 2020 – Present

- My main project has been ThermalRouter, a program enabling [CAD](#) novices and hobbyists to design thermally sound devices with the aid of our [Fusion360](#) add-on that culminated in a research paper submitted to CHI 2022. I worked on the design and implementation of this feature which involved extensive [python](#) scripting and use of the [Fusion360 API](#), then proceeded to run and analyze a user study to draw conclusions for our paper.
- Currently working on an open-source tool + resource-library to facilitate reuse of electronic components in designing new devices and reduce e-waste.

University of Chicago SAND Lab | Research Assistant

Dec 2021 – Present

- Research assistant studying ways in which adversarial ML can be used to generate digital protection patterns and implemented through wearable devices to protect against facial recognition by unauthorized software.

Microsoft | Software Engineer Intern

Jun – Sep 2021

- Worked on the Start Experiences team in collaboration with the Esports team to design and implement the Esports Tournament Card for MSNews.
- Responsibilities consisted of using the [React-Redux](#) library with [typescript](#) to build the UI and experience for the Esports Tournament feature. Additional responsibilities involved being the key point of contact across teams: managing communication and building connections.

University of Chicago Critical Computation Lab | Research Assistant

Dec 2020 – Jun 2021

- Worked as a research assistant under Prof. Jason Salavon in his Critical Computation lab exploring the intersection of Machine Learning and Art.
- Responsibilities included developing his website to be accessible on mobile devices; I primarily used [Django](#), [MySQL](#), and [Python](#).

Microsoft | Explore Intern

Jun – Sep 2020

- Worked as both a Program Management (PM) and Software Engineering (SWE) Intern to design and build the YouTube and Twitter Smartlist features.
- PM Responsibilities included extensive user research on pre-existing features/user preferences, a focus on user retention and customer satisfaction, and developing a comprehensive spec document detailing every requirement and accessibility consideration for our feature.
- SWE responsibilities consisted of using the [React-Redux](#) library with [typescript](#) and integrating the [Google API](#) to build the UI and experience.

Polsky Center Fabrication Lab | Intern

Sep 2019 – Apr 2020

- I worked at the Fab Lab in the Polsky Center for Entrepreneurship and Innovation, working with members to create their ideas through digital fabrication and prototyping. I assist in operating the lab and teaching equipment/software training classes to users (specifically Adobe Illustrator, the [Laser Cutter](#), [3D printers](#), [Shopbot](#), [CAD](#) and [CNC software](#)).

DigiPen Institute of Technology | Lead Programming Instructor

Jun – Aug 2019

- I worked at DigiPen Institute of Technology as a Lead Teacher for their ProjectFun courses offered to students in elementary, middle, and high school. I designed and taught one- and two-week-long courses in programming and logic to students at various levels in both [C](#) and [Javascript](#).

Microsoft Research | Software Engineer Intern

Jun – Sep 2017

- I worked for 10 weeks in the ML & AI team at Microsoft Research on a project to make machine teaching more accessible to everyone, not just to machine learning experts. We developed an app that allows users to easily create and train their own machine learning model to classify their data into categories to organize and personalize their information flow. After performing a competitive analysis of services already available, we designed and developed a [mobile application](#) to improve upon existing products while incorporating new services using [Expo](#), [React Native](#), and [Typescript/C#](#).

LEADERSHIP & VOLUNTEER WORK

UChicago Science Olympiad Team | President

Sep 2018 – Jun 2019

- We volunteer to run Invitational Science Olympiad competitions at a national level and host workshops to educate interested students in STEM fields.
- Responsibilities included significant team management, community outreach for partnerships and funding, fundraiser organization, and leadership.

U-Touch Volunteer | President

2011 - 2018

- U-touch is a charity I ran at my high school that raises money to send orphan children in Uganda to school, and to build technology/learning centers there as well to allow them to get an education, sponsoring more than 25 students through school.