

Education	Massachusetts Institute of Technology <i>Masters of Engineering in EECS</i>	2019 – 2020
	Massachusetts Institute of Technology <i>Bachelors of Engineering in EECS</i>	2015 – 2019
	› Technical GPA: 4.54	
	› Coursework 6.828 (Operating Systems) 6.046 (Algorithms) 6.035 (Compilers) 6.851 (Advanced Data Structures) 6.886 (Graph Algorithms) 6.172 (Performance Engineering) 6.830 (Databases) 6.UAT (Technical Communication) 6.033 (Computer Systems)	
Experience	› SaveTFP – President of Student Community Service Club	2016 – Now
	› Varsity Athlete – Men’s Lightweight Crew Team	2015 – 2016
	Broadway Technology	Summer 2018
	› Developed backend for new financial instrument on a platform connecting different types of financial institutions	
	› Profiled, benchmarked, and tested optimizations in C++ codebase	
	Ab Initio	Summer 2017
	› Added new frontend to data flow graph compiler	
	› Developed new optimizations within an existing compiler framework	
	› Developed, found bugs, and extended tests in large C++ codebase	
	MIT Lincoln Laboratory	Fall 2016
Projects	› Performed research in reverse engineering and simulating PowerPC Linux wireless access point	
	Touchplan.io	Summer 2016
	› Implemented high-availability, online upgrading, and improved cooperative features for a Java and PostgreSQL backend server with Apache Mesos and ZooKeeper	
	› Helped introduce continuous delivery systems using Atlassian Pipelines	
	› Performed data analytics using PostgreSQL and Domo.com	
	RADS github.com/JustAPerson/rads	Rust 2017
	› Implementation of advanced data structures and algorithms for 6.851	
	› Vector with $O(\lg^2 n)$ insertion anywhere rather than $O(n)$	
	› Strict Fibonacci heap with non-amortized bounds	
	› Cache-oblivious sorting algorithm	
Skills	MITscript	Rust 2017
	› Implementation of dynamic language for 6.035	
	› Mark-sweep GC and JIT compiler using LLVM	
	Denuos github.com/JustAPerson/denuos	Rust 2016
	› Toy x86-64 operating system learning experiment	
	› Basic virtual memory, interrupt, and syscall interface	
	LBI github.com/JustAPerson/lbi	Lua 2013
	› Basic implementation of the Lua virtual machine	
	› Accurately emulates nearly all valid Lua bytecode sequences	
	MODS github.com/JustAPerson/mods	Lua 2011
	› Assembler for Lua bytecode format	
	› Syntax permits labels and instruction-like macros	
Skills	Programming Experience	
	› Languages: C, C++, Python, Java, PostgreSQL, Rust, Lua, x86 Assembly	
	› Tools: git, perforce, svn, make/cmake, gcc/clang, ld, gdb, vim/emacs, valgrind, perf	
	› Operating Systems: Windows, Mac OS X, Ubuntu, Arch Linux	