

## Employment

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<b>Software Engineer</b>	<b>Microsoft</b>	<b>Aug. 2017 – Sept. 2018</b>
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- Worked on the Windows Platform Integrity team owning the telemetry, data pipeline and reporting of a future Windows OS feature designed to prevent mobile device theft and reuse.
  - Developed telemetry to optimally collect usage and performance data critical to finding and fixing bugs, improving user experience and feature iteration.
  - Developed big data pipelines to process raw telemetry data into datasets ready for reporting and analysis.
  - Analyzed data to create Power BI reports communicating feature health, performance and usage to stakeholders.
- Created a bot for users to conveniently query and find Power BI resources based on keywords such as team name and product name.
  - Created service to pull and update metadata from the Power BI API.
  - Utilized SQL Full-Text Search and cosine similarity to relate Power BI resources to user queries.

<b>Software Engineer, Intern</b>	<b>Facebook</b>	<b>Summer 2016</b>
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- Worked on the Devserver Tooling team within the larger Developer Environment Infrastructure cohort.
  - Developed a tool to automate and make more reliable the transfer of developers' home directories between devservers. Increased success rate of transfers by 40%.
  - Paginated and added column search to web user interfaces of database tables containing transfer information.

<b>Software Implementation, Intern</b>	<b>Schoolzilla</b>	<b>Fall 2015</b>
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- Created Tableau reports for school districts to better analyze aggregate and individual student data.

<b>Course Reader/Grader</b>	<b>UC Berkeley</b>	<b>Spring 2015 – Spring 2016</b>
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- Led one hour of discussion section and hosted two office hours per week. Provided individual tutoring for struggling students. Created discussion, review and exam materials. Graded projects and exams.

## Education

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<b>University of California, Berkeley</b>	<b>Computer Science, May 2017</b>
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- Coursework: Artificial Intelligence, Data Analytics, Databases, Data Mining, Discrete Math and Probability Theory, Efficient Algorithms and Intractable Problems, iOS, Machine Structures and Computer Architecture, Networking Architectures and Protocols, Operating Systems, Security, Unix and User Interface Design

## Leadership and Awards

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<b>Resident Assistant</b>	<b>May 2015 – May 2016</b>
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- Created community by planning and hosting events. Encouraged personal and academic development by acting as a resource and role model. Handled emergencies and mediated conflicts within the community of 400 residents.

<b>Tapia Conference Scholarship</b>	<b>2016</b>
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- Chosen as a representative of UC Berkeley to participate in technical workshops and network with academics in computing from diverse backgrounds and ethnicities.

## Skills

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- Android, C, C#, C++, Java, Python, SQL