

Experience

Software Engineering Intern – Quantum Corp May 2019 - Present

Working on Quantum Managed Services, a set of services which allows Quantum support to monitor and repair on-premise appliances remotely. Also created many automated cost analysis tools.

Software Engineering Intern – Nebbiolo Technologies June - August 2018

Extended the data pipeline to allow for distributed analysis of the data, and upgraded the data visualizer to allow viewing from the cloud

Projects

3D Renderer in SystemVerilog on an FPGA November - December 2019

Developed a GPU on a CycloneIV FPGA capable of arbitrary textured 3D rendering, and used it within an Avalon SOC along with the Intel NIOS II processor to build a sample of the game Minecraft.

Ocarina of Time Randomizer August 2018 - Present

Contributing to an Open Source project 'Ocarina of Time Randomizer', a rom hack played by thousands. My work consists of researching the functionality of the base game, then writing code injects my assembly code into the base game to add new features and options for players to enjoy.

FRC FIRST Robotics August 2014 - May 2018

Led a team of students as Programming Lead to program an FRC robot, which qualified for the world championships. Worked on PID, computer vision, distributed computing, and motion profiling.

Technical Skills

Programming Languages — Java, C/C++, Python, SystemVerilog, php, Javascript, NodeJS

Tools/Frameworks — AWS, Linux, docker, SQL, git, vim, L^AT_EX, Laravel, Microsoft Office

Education

University of Illinois Urbana Champaign (2018 - May 2022)

Bachelor of Science in Computer Engineering

Related Coursework — Computer Systems Engineering/Operating Systems [ECE 391] (In Progress)
— Data Structures [CS 225] (In Progress) — Introduction to Robotics [ECE 470] — Digital
Systems/FPGA design [ECE 385] — Analog Signal Processing [ECE220] — Computer Systems &
Programming [ECE220]