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Gainesville, FL

## **EDUCATION**

University of Florida Triple Major in Computer Science, Statistics, and Mathematics

September 2017 - May 2021

o GPA: 3.99/4.00

Coursework: Analysis of Algorithms, Machine Learning, Abstract Algebra, Operating Systems

## TECHNICAL SKILLS

- **Programming** C/C++, Java, JavaScript, LATEX, Python
- o Frameworks/Technologies Firestore, MongoDB, Git, PyTorch, Rails, React-Redux, Kafka, Vue

# **EXPERIENCE**

## Software Engineer Extern

Gainesville, Florida

Infotech, Inc. Spring - Summer 2020

- Developed a customer facing Vue + Rails internal service called Subscription to facilitate client bidding and payment navigation
- o Collaborated with other development teams to integrate with existing systems and delivered regular updates and presentations to management
- Utilized an Agile methodology to complete project ahead of schedule

## **Software Engineer Intern**

Sarasota, Florida

Imerza, Real Estates Developments

Summer 2019

- o Traffic Analytics: Path Tracking, Heat Mapping, Occupancy, Capture Rate
- o Developed Real Time Object Detection React web API on high resolution pixel-streamed video frames
- Customized and retrained core tensorflow models to optimize performance

### **Undergraduate Research Assistant**

Gainesville, Florida Spring 2019 - Present

Deep Learning & Representation Learning, NSF Center for Big Learning

- CVPR 2020 Consciouness Feedback for Visual Representation Learning (Under Review)
- Designed novel neural network architecture MoCoSuper inspired by simCLR, MoCov2, and latent canonicalization
- Implemented a noval alternating supervision to replace latent canonicalization and outperformed MoCov2
- o IROS 2019 Adaptive Leader-Follower Formation Control and Obstacle Avoidance via Deep Reinforcement Learning
- o Enabled multiprocessing for efficient video frames handling, conversion of videos into image frames, divided into train validation and test
- o Augmented data with random crops, flips, and color jittering, set up the RL environment for follower/leader tracking
- Developed software for autonomous agent

### **Computer Science Teaching Assistant**

Gainesville, Florida

Spring 2018 - Spring 2019

Computer Science Engineering Department

- o Courses: Computer Organization and Discrete Mathematics
- o Made ARM Cortex-A8 and MIPS assembly project, wrote instruction guides for assignments and exams

# RECENT PROJECTS

## AirPick (http://airpick.uflcsa.org/)

May 2019 - Present

- o An airport pickup coordinator platform dedicated to help new international students find pickup volunteers through online matching
- o Served 244 users, 176 requests, and completed 119 trips in 2019, usually experience peak traffic in the summer
- o React + Node web application developed RESTFUL API for backend CRUD operations with Express and Mongoose
- o Implemented server-side caching with **Redis** that lowered load latency by 30%
- o Featured with an admin view and E-mail monitoring system using Node that notifies the admins when a user makes multiple requests within a minute and enabled canceling requests feature to prevent fraud

## InMotion (https://inmotional.herokuapp.com/)

HackDuke 2019

- o A web-based Emotion Visualizer that graphs composition of facial expression over time
- o Highly transactional application with AI analysis powered by Firestore
- o Adaptive frame rate design and the flow of emotion with dynamic animation

Fall 2018 - Spring 2019

- o A software that identifies object using visual analysis based on a deep learning neural network
- o Enabled large-scale Automated Management of Recyclable and Problematic Materials in Discarded Construction Debris
- o Improved Pytorch ResNet on 4 separate data sets provided by the liaison: 10,167 images, 13 classes of recyclables
- Adopted LabelBox for manual segmentation and annotation

**Image Translator** 

VandyHacks V 2018

- o Developed a Chrome Extension that instantly translates text on embedded images. vanilla HTML/CSS/JavaScript, and Google Cloud APIs
- o Identify text in the target image with OCR (Cloud Vision API) then translate text with Translation API

### **AWARDS**

Waste.AI

- o United States of America Mathematical Olympiad (USAMO) Qualifier, 2016
- o International Collegiate Programming Contest (ICPC) South East Regional 2nd Place Winner, 2019
- o University Economic Society Spring Investment Challenge Winner, 2019
- o Gartner Group Information Technology Fund, CS Department 2020 Scholarship

# LEADERSHIP

### **UF Programming Team Lead**

Fall 2019-Present

- Competed in ACM Programming Competitions focusing in data structures and algorithms
- o Participated in regular practices and meetings to prepare for competitions
- Led meetings and taught competitive programming topics such as algorithm complexity