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About me: I am a Ph.D. student in Civil and Environmental Engineering. My group works on the development of computational techniques to characterize human and climate uncertainties in water systems.

Currently, I am working on a deep reinforcement learning experiment that uses the spatial output of climate models in water reservoir operation policies. Some RL environments can only be solved at scale, so computing is central to this project. In the Summer Institute, I am interested in learning more about HPC generally, as well as computing on GPU resources.