

**PROFESSIONAL EXPERIENCE:**

**Lawrence Livermore National Laboratory, June 2016 - Present**

**Livermore CA**

*Software Developer*

- Helped develop a failover system to switch responsibilities of disk movers to existing buddies whenever availability was lost.
- Created statistical data tools that analyzed the reads and writes of 10+ PB.
- Developed a AR/VR funded research project that simulated our supercomputer rooms.

**Education First, Jan. 2016 – May 2016**

**Cambridge, MA**

*Mobile Developer Intern*

- Part of the Go Ahead Tour Companion 2.0.0 iOS app re-design team. Improved log-in speed by 7 seconds.
- Added currency conversion feature for 25+ currencies and weather API for 100+ locations to Node.js server.

**Nest, May 2015 – Aug. 2015**

**Palo Alto, CA**

*Software Engineer Intern*

- Developed an archival web server with searching that stored any of our versioned software or builds. 10 TB+.

**Massachusetts Open Cloud, Jan. 2015 – May 2015**

**Boston, MA**

*Software Engineer Intern*

- Developed Puppetized Sensu monitoring that measured system utilization and OpenStack service uptime.

**Intuit, Software Engineer Intern, May 2014 – Aug. 2014**

**Cambridge, MA**

**TECHNICAL:**

- **Primary:** Python, C#, Unity, SQL, Java, AWS
- **With Some Extra Reference:** Perl, C, Node.js, JavaScript, Blender, 3DCoat, Adobe Photoshop

**PROJECTS:**

**Slothparadise, Feb. 2017 - Present**

- Formed a team of AR/VR developers and designers who create original Microsoft HoloLens/VR games for our customers. 7 patrons.
- Wrote 100+ tutorials on our blog section that get 16,000 unique monthly visitors.

**MicrowaveSam, July 2011 - Present**

- Create videos on project updates that get 300,000+ views monthly. 39,000 subscribers.

**BostonHacks, BUHPC, Sept. 2015 – May 2016**

- Personally raised over \$20,000+ for our 400+ student hackathon and competing at international supercomputing competitions in the US, China, and Germany.

**RESEARCH :**

"b3.js: A Library for Interactive Web Data Visualizations in Virtual Reality." *VR IEEE 2016*. [Pdf](#). [Video](#).

**EDUCATION:**

**Boston University**

Bachelor's in Computer Science

**Boston, MA**

Sept. 2012 - May 2016