

EDUCATION

Georgia Institute of Technology

Atlanta, GA

B.S./M.S. in Computer Science, GPA 3.72

May 2026 (Expected)

- **Concentrations:** Systems & Architecture, Information Internetworks
- **Courses:** Systems & Networks, Design and Analysis of Algorithms, Probability & Statistics, Multivariable Calculus, Linear Algebra, Discrete Mathematics, Computer Architecture, Operating Systems

WORK EXPERIENCE

Uber – Knowledge Platform

Sunnyvale, CA

Software Engineering Intern

May 2024 – August 2024

- Fine-tuned a large language model with retrieval augmented generation, optimizing hyperparameters and enhancing prompts with a 2,700-acronym dictionary to achieve 97% accuracy in feature name recognition.
- Wrote an Apache Spark job to automatically add LLM-generated descriptions for over 2,100 YAML files, leveraging the Hadoop Distributed File System (HDFS) for scalable, remote data storage.
- Implemented a synchronous gRPC gateway in Java to interface with the LLM and created a Python and PHP code linter to backfill 20,000+ descriptions with 5-second API call latency.

Uber – Earner Delivery Risk

Sunnyvale, CA

Software Engineering Intern

May 2023 – August 2023

- Created a distributed data streaming pipeline using Java, Golang, and Apache Cassandra to compute and feed a near real-time feature to machine learning models for delivery fraud detection, saving over \$14 million yearly.
- Redesigned Java trip-streaming pipeline to filter non-production data, reducing Kafka message delays by 83%.
- Spearheaded a 7-person hackathon project to integrate the GPT-4 large language model in customer service chats using Python, resulting in a 14.3% reduction in time required for agents to detect negative customer behavior.

AT&T – Chief Security Office

Dallas, TX

Software Engineering Intern

June 2022 – August 2022

- Upgraded an internal network access service by using Python and Django to transition from cookie authentication to the SAML open standard, providing over 1,300 employees with a more secure, single sign-on process.
- Pioneered a novel infrastructure to stream video games with 70% lower latency, which was prototyped as a C++ text-based game engine and visualized in Figma. This invention is awaiting patent approval (no. 18/148,428).
- Developed scripts in Python, SQL, and HTML to uncover security vulnerabilities by parsing 500+ event logs and to reveal business insights by automating data exports to Excel. Written and tested using the PuTTY SSH client.

RESEARCH

Georgia Tech Habanero Extreme Scale Software Research Laboratory

Atlanta, GA

Undergraduate Research Assistant

August 2023 – Present

- Improved performance of topological matrix sorting algorithm over 1.8% by reducing explicit context switch calls in HClib, an actor-selector-based open-source C++ programming system for distributed systems.
- Executed 300+ OpenSHMEM jobs on a supercomputer to evaluate the performance of modified topological sort.
- Programmed a suite of two-sample t-tests using SciPy and Pandas to test the hypothesis that the performance improvement was statistically significant for 5 different node and processing entity combinations.

PROJECTS

- **Multiplayer iOS QuizApp:** Built a high-performance, real-time app (Swift, Game Center) for over 160 students each semester to practice questions. Achieved secure user authentication and low latency for 20-player sessions.
- **Intelligent Tutoring System Chatbot:** Wrote ranking algorithms (vector similarity, textbook index frequency, SQL prefix matching) in Python to autocomplete over 6,000 questions for a tutoring chatbot.
- **Enhanced xv6 Operating System:** Implemented stack trace debugging, copy-on-write forking, lazy zero-page allocation, custom scheduling algorithms, user space threading library, and large file support up to 8 MB in C.

SKILLS

Languages: Python, C++, Java, C, Golang, Swift, HTML, SQL, PHP, JavaScript

Frameworks: SciPy, Pandas, Django, JUnit, SwiftUI

Developer Tools: Linux, Git, GDB, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse