

## Education

Cornell University, College of Engineering  
Cumulative GPA: 3.53

MEng Engineering Management, May 2020  
Bachelors of Computer Science, Dec 2019

## Experience

### Program Manager Intern at Microsoft 2019

- Improved test duration of code run on Windows devices, affecting over 400 branches of code
- Documented specifications for the scope of the problem, our work, and future considerations
- Designed mockups in Adobe XD for the customer dashboard and iterated through design reviews
- Met with customers to gain feedback on our prototype and hear their pain points
- Aligned my team with customers by advocating for customers and championing the team

### Software Engineering Intern at Capital One 2018

- Built internal Android app from scratch to help Associates create NDAs
- Developed natively in Kotlin and integrated several APIs including the DocuSign API
- Implemented UI using XML that followed Material Design guidelines
- Launched the app, allowing 20% of Capital One Associates to be able to now use this feature

### Team Lead on Autonomous Bicycle Team 2017-2018

- Managed a team of 20 undergraduates to build a self-steering, self-balancing bicycle
- Represented the team in budgeting and logistics with the College of Engineering
- Worked on developing obstacle detection capabilities using OpenCV and ROS

### Cornell University Teaching Assistant 2017-Present

- For Honors Object-Oriented Design & Data Structures (Fall 2017, 2018) and Introduction to Computer Graphics (Fall 2019)
- Led weekly discussions, designed student projects, and held weekly office hours

## Research

### Cornell Graphics and Vision Group Research Assistant 2018-Present

- Studying the improvement of realistic rendering in an augmented reality environment
- Working with 2 other undergraduates to improve shadows in a Unity app
- Wrote a program to stitch HDR panorama images with different lighting together with OpenCV

## Projects

### City of Light 2018

- Created a desktop puzzle stealth game in Java with LibGDX and Box2D in a team of six people
- Play as Anette, a fearless Mime who must purify the streets of Paris using her mime powers.
- Formulated and implemented game mechanics as well as helped with level design for 10 levels
- 1 of 48 digital games (out of 300) accepted to Boston Festival of Indie Games (BostonFIG)

## Skills

Java • Unit Testing • Git • Kotlin • OCaml • R • HTML/CSS • JavaScript • C • WebGL • Python • L<sup>A</sup>T<sub>E</sub>X

## Applicable Courses

Computer Graphics • Computer Game Design • Analysis of Algorithms • Object-Oriented Design & Data Structures Honors • Functional Programming • Operating Systems • Networks • Discrete Structures

## Activities

- Corporate Officer for Cornell Association of Computer Science Undergraduates (ACSU)
- Alpha Phi Omega Service Fraternity Administrative Service Assistant
- Graphic Designer for Cornell Daily Sun