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work experience

AtoB - Tech Lead / Staff Software Engineer 05/2022 - Present

- Driving the future of our fuel card product vertical with an emphasis on fraud prevention, fleet admin UX, and optimal driver fueling behavior
- Scaled up partnerships integrations, built the foundations of our world-class discount network, and expanded the AtoB mobile app's feature set to improve driver quality-of-life
- Full-stack engineer that thrives in every portion of our codebase across Signup and Customer Portal (React), backend (Ruby on Rails), and mobile app (React Native)

Facebook - Senior Software Engineer 01/2020 - 04/2022

- Scaled up Facebook Shops, a new e-commerce surface that helps businesses to set up a free digital storefront, from alpha to 100M+ mobile users. Built the core storefront on mobile using Objective C++, React Native, Blosk, and Hack (PHP) as well as Shops enablement tools for thousands of SMBs
- Lead engineer on critical infrastructure revamp to allow multiple Facebook Shops per business. Drove efforts across 8 teams and tech leads in the org to enable the likes of Nike, Macy's, Nickelodeon, and hundreds of other major brands to finally adopt Shops
- Launched multiple product-tagging features that increased our core product engagement metric by 160%.

Apple - Software Engineering Intern 05/2016 - 08/2016

- Independently designed and implemented a full-stack iOS sample code app for Apple's Developer portal to showcase existing and new features in CloudKit's APIs such as iCloud Sharing for iOS 10

Blend Labs - Software Engineering Intern 05/2019 - 08/2019

- Migrated core configurations from Mongo to Postgres as part of a larger push towards micro-services, leveraged techniques such as dual reading / writing and gatekeepers to achieve zero-downtime
- Rearchitected our internal Postgres Typescript client into a better encapsulated, performant API wrapper with eager and lazy cache functionality

Facebook - Software Engineering Intern 09/2018 - 11/2018, 05/2017 - 08/2017

- Helped redesign the asset creation, manipulation, and prototyping flow in Origami Studio - used by hundreds of Facebook designers and thousands of external users
- Spearheaded development of new iOS Facebook Text Stories and added client-side stories rendering for crisper quality to 150M+ mobile users

Shape Security - Software Engineering Intern / Kleiner Perkins Fellow 05/2018 - 08/2018

- Worked on ML / AI applications for cybersecurity, namely a novel time-series classification model to analyze mobile telemetry data and build a digital fingerprint of a device user vs. hacker

projects

Stronger - Helping Opiate Addicts in Their Moments of Crisis (LA Hacks) 04/2018

- Using Swift 4 and Google Cloud's Vision API, I implemented the speech-to-text recognition and cognitive behavioral therapy features of an iOS app that helps addicts in the moment of relapse

Claire Bot - Impacting Homeless Youth through Artificial Intelligence (USC TrojanHacks) 03/2017

- Using API.AI's natural language processing functionality with the Facebook Messenger platform, I created a chatbot that provides resources for homeless youth on the go

Quark - Interactive Video Manipulation and Audio Playback Control (USC HackSC) 11/2015

- Using Swift Core Image and AVKit, I implemented video and image filtering for a multiplayer Apple TV app which allows for real-time AV manipulation using iPhone touch gestures and QR code recognition

leadership

Spark SC - USC's Premier Student-led Entrepreneurship Initiative 08/2015 - 12/2019

- USC Hackers Lead & Advisor (Aug. 2016 - May 2017, Jan. 2019 - May 2019)
- USC Founders Member (Jan. 2018 - May 2018)
- Startup Career Fair Advisor (Aug. 2017 - Dec. 2017)
- Startup Career Fair Lead (Jan. 2016 - May 2016)
- Safari Bay Trip Lead (Jan. 2016 - May 2016)

HackSC - USC's Premier Hackathon 08/2016 - 05/2018

- Director and Head of Logistics

education

University of Southern California, Viterbi School of Engineering

B.S. / M.S. Computer Science 2019

Trustee Scholar, Summa Cum Laude GPA: 3.94 / 4.00

Lynbrook High School

High School Diploma 2015

Valedictorian, GPA: 4.00 / 4.00

awards

USC Viterbi - Computer Science Outstanding Student Award 05/2020

Top 10 graduating CSCI students distinguished for their scholarship, research, and service

Dean's List Scholar 12/2019

Every semester of college

Kleiner Perkins Engineering Fellow 05/2018

Top 2% of 3,000 engineering applicants nationwide selected to join a KPCB portfolio startup and receive mentorship from industry luminaries

LA Hacks - Stronger 04/2018

Placed 2nd at the KEEN Innovation & Pitch Competition and awarded \$800

TrojanHacks - Claire Bot 03/2017

Placed in the Top 3 out of all hacks presented at ACM's TrojanHacks 2.0

Apple App Store Marketing Challenge 08/2016

Pitched an innovative product feature to Apple's Senior VP of Worldwide Marketing and placed 2nd

HackSC - Quark 05/2015

"Best iOS or OS X App" - Apple

"Best Use of Visual Media" - Disney

"Best First Time Hackathon Hack" - Hack SC

USC Trustee Scholar 06/2015

Full tuition merit scholarship awarded to the top 1% of incoming freshman

USC Viterbi Undergraduate Merit Research Fellow 06/2015

Research grant of \$2500 / year awarded to the top 40 incoming Viterbi engineers

USC W.V.T Rusch Undergraduate Engineering Honors Program 06/2015

Top 10% of incoming freshman engineers

National Merit Scholar 06/2015

Awarded by NMSC to < 1% of 1.5M applicants

skills

Programming Languages: C/C++, Python, Objective-C++, Swift, Typescript, Java, HTML / CSS

Tools: Xcode, PyCharm, VS Code, Mercurial, GitHub, Eclipse