



EDUCATION

B.S., Computer Science

University of Illinois Urbana-Champaign

📅 Aug 2017 – May 2021

📖 GPA: 3.97/4.00

EXPERIENCE

Software Engineering Intern

Northrop Grumman

📅 May 2019 – Present

📍 Rolling Meadows, IL

- Designed and developed a C# application to configure and test missile warning and deterrence algorithms. This application decreased process time by 30% and reduced consumer-facing defects by 50%.
- Exposure to enterprise grade machine learning techniques implemented with CUDA.

Research & Data Analysis Intern

EarthSense

📅 Sep 2018 – May 2019

📍 Champaign, IL

- Researched and developed computer vision algorithms to recognize key plant traits through an autonomous robot platform.
- Trained a CNN on a 90-10 split dataset that classifies the lodging of wheat with 80% accuracy. I proposed additional data collection to address shortcomings of the model.
- Trained and deployed a TensorFlow model to detect and count plant stems with 96% accuracy.
- Constructed a customer-facing data visualization prototype of analysis.

Software Engineering Intern

Swarm Robotix

📅 May 2018 – Aug 2018

📍 Naperville, IL

- Worked in a team of 5 people to design software architecture for an autonomous swarm of robots.
- Collaborated with 2 people to develop vision algorithms with OpenCV that detected corner castings.
- Implemented SLAM with A* path planning on a TurtleBot for real-time navigation in the environment.

Undergraduate Research Assistant

Distributed Autonomous Systems Laboratory

📅 Jan 2018 – May 2018

📍 Urbana, IL

- Wrote scripts to automatically update individual robots to the latest software.
- Developed a user-facing configuration page on Android that sets the data mode of the robot.

COURSES

- Data Structures, Algorithms, Architecture
- Calculus, Linear Algebra, Discrete Structures

PROJECTS

CU-Recycle

- Developed a convolutional neural network to determine if an item is recyclable in the Urbana-Champaign area. The network was trained with Keras and then ported to TensorFlow Lite.
- Different lighting, object variety, and recyclability were the major challenges.
- Android App launched on the Google Play Store under my developer name, smApps.

FaceTunes

- An Android application that plays music based on detected mood.
- Microsoft Machine Learning API determines emotions present in a selfie.
- Strongest emotion correlated to a Spotify playlist.

LEADERSHIP

Engineering Freshmen Council

📅 2017 – 2018

👤 IT Chair

- Redesigned the EFC main website.
- Helped coordinate Freshmen-Week events.

iRobotics MRDC

📅 2017 – 2018

👤 Software Lead

- Fully designed the robot's intake system in CAD.
- Developed and implemented the robot's codebase for communication and control.

HONORS & ACHIEVEMENTS

- CU-Recycle won 2nd place at a Research Park Hackathon (PygHacks)
- James Scholar academic honors
- Tau Beta Pi engineering honors society member

SKILLS

C++, Python, C#, Java

OpenCV, Keras, Android

TensorFlow, ROS

