Interests

Computer science
- Typed languages (statically, strongly) (Java, Go, OCaml)
- Data structures
- Databases (transactions, consistency models, scalability)
- Machine learning (theory)

Business
- Investing (passive, public market, portfolio theory)
- Consumer tech & products
    - Platforms (iOS, Android)
    - Delivery & marketplaces (Uber, Instacart, DoorDash)
    - Messaging & social (Messenger, Snap)
    - Entertainment (Netflix, Spotify)
- Enterprise tech (business models, strategy)
- Startup strategy (user acquisition, product-market fit, growth, scaling)
- Technology trends - especially historical (web, mobile, cloud, big data)

Natural sciences
- Math (probability, statistics, combinatorics, calculus, game theory; puzzles)
- Physics (mechanics, e&m, thermo, quantum mech, relativity)

Social sciences
- Economics (macro)
- Psychology (behavioral)
- Geography (demographic, economic)
- History (post-WWI, U.S., world)

Meta
- Admissions (undergrad, graduate, hiring, incubators)
- Mentorship (academic, career)
- Decision making (career, life)