Interests

Business
- Investing (portfolio theory, public market, startup)
- Consumer tech & products
  - Platforms (iOS, Android)
  - Delivery & marketplaces (Uber, Airbnb, Instacart, DoorDash)
  - Messaging & social (Messenger, WhatsApp, Twitter, Snap)
  - Media & entertainment (Netflix, Spotify, YouTube, Kindle, iTunes)
  - Utilities (Gmail, Google Maps, G Suite, Focus)
- Enterprise tech (business models, strategy)
- Startup strategy (early iteration, product-market fit, growth, scaling)
- Technology trends - especially historical (web, mobile, cloud, big data)

Computer science
- Machine learning (theory)
- Programming languages (typed, functional)
- Databases (transactions, consistency models, scalability)
- Systems (distributed)
- Data structures

Software engineering
- Languages (Java, Go, OCaml)
- Tools (git)

Natural sciences
- Math (probability, statistics, linear algebra, calculus, combinatorics; puzzles)
- Physics (mechanics (classical, quantum, relativistic), electromagnetism)
- Chemistry (atomic theory)
- Biology (neuroscience)

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

Social causes
- Mental health
- Internet overuse

Meta
- Writing
- Mentorship
- Human potential
- Rankings (top-N <> lists)
- Admissions (undergrad, graduate, hiring)
- Decision making (career, life)