Interests

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

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

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

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

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