

## Education

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### Georgia Institute of Technology (4.0/4.0)

BS/MS in Computer Science - Faculty Honors

Atlanta, GA

Aug 2017 – May 2021

## Skills

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- **Languages:** Python (Proficient), Java (Proficient), C++ (Proficient), Kotlin, JavaScript, C, R, C#, SQL
- **Technologies:** MongoDB, React, Express, Node, Semantic, TensorFlow, Keras, PyTorch, NumPy, PostgreSQL, Spring, Maven, Gradle, Git, Mercurial, JetBrains
- **Concepts:** Object-oriented programming, machine learning, data science, algorithmic analysis, combinatorial analysis, gradient descent

## Experience

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### Robotics and Intelligent Machines Lab

Undergraduate AI Researcher (Undergraduate Thesis)

Atlanta, GA

Sep 2018 – May 2020

- Created an AI for Reconnaissance Blind Multi-Chess.
- Implemented particle filter for tracking plausible chess board configurations.
- Developed move agent using Monte Carlo Tree Search with a heuristic learned through Deep Reinforcement Learning.

### Nutanix

Software Development Intern

San Francisco, CA

May 2019 – Aug 2019

- Created system to support multiple clusters for login and authentication using React, Node, Express, and MySQL.
- Doubled the number of potential customers by removing cluster limit.
- Gave customer support the ability to effectively manage users across thousands of servers.

### DataScan

Software Development Intern

Alpharetta, GA

May 2018 – Jul 2018

- Implemented dependency injection in over 50 classes.
- Reconfigured CI/CD to support staging environments.
- 5 times improvement in application speed by utilizing batch processing.
- Increased test coverage from 3% to 100% for all endpoints.

## Miscellaneous

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### Theory

Co-Founder

<https://theoryiot.com>

Sep 2017 - Present

- Used Bluetooth, Kotlin, Java, and C to create residential IoT modules.
- Designed protocol for secure communication with modules.
- Architected backend services and performed Amazon Web Services DevOps.
- Wrote all backend documentation.

### Chess Neural Network

Personal

Feb 2017 – Mar 2017

- Wrote neural network from scratch for playing chess in Java.
- Utilized data-driven Agile approach for incremental improvements.

## Awards

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### United States of America Computing Olympiad

USACO - 2016: Platinum Level

### Chick-Fil-A Hackathon

2018: 1st Place