

## EDUCATION

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- **University of Illinois at Urbana-Champaign** Champaign, IL  
*Bachelor of Science in Cognitive Science; GPA: 3.93* Aug 2019 – May 2022  
**Relevant Coursework:** Data Structures, Discrete Structures, Python for Data, Programming for Cognitive Science, Computer Architecture, Elements of Syntax, Semantics & Pragmatics, Brain & Cognition, Statistics, Linear Algebra

## EXPERIENCE

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- **Lyft** San Francisco, CA  
*Software Engineer Intern* Aug 2021 - Present
- **LinkedIn** Sunnyvale, CA  
*Software Engineer Intern* May 2021 - Aug 2021
  - Worked on LinkedIn Recruiter to promote diversity and accessibility in hiring using Ember.js
  - Resolved critical issues involving web accessibility, internationalization, and eliminating render blocking
  - Built product features with user interfaces and Java/Scala APIs while working across engineering and product teams
- **Stealth Startup** San Francisco, CA  
*Software Engineer Intern* Nov 2020 - Mar 2021
  - Building a site-wide, context-aware command line with TypeScript, React, and Django REST
  - Scoped and developed core analytics web application for end-user data management and documentation
- **AbbVie** Champaign, IL  
*Software Engineer Intern* May 2020 - Nov 2020
  - Developing applications with Vue.js frontends and RESTful APIs to access large volumes of biometric data
  - Implemented typeahead (predictive search), advanced query options, and shopping cart features
  - Integrated TIBCO Spotfire dashboards with authentication and session storage into web applications
- **University of Illinois at Urbana-Champaign** Champaign, IL  
*Undergraduate Research Assistant* May 2020 - Oct 2020
  - Modeling social cognition with neural networks in C# at the Learning and Language Lab under Dr. Jon Willits
  - Conceptualized and built resource distribution and world generation algorithms with Unity3D

## LEADERSHIP & EXTRACURRICULARS

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- **Illinois Labs** illinoislabs.org  
*Co-Founder* Dec 2020 - Present
  - Founded a student organization that builds solutions to student-needs with software
  - Created values, recruiting process, and technical infrastructure. Designed and built organization website
- **Hack4Impact** uiuc.hack4impact.org  
*Product Manager* Jan 2020 - Present
  - Designing and developing software solutions for non-profit clients SaverLife, Collective Liberty, and Falling Fruit
  - Lead multi-disciplinary teams to build and deploy a feature-rich progressive web application

## PROJECTS

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- **Falling Fruit:** PWA built in React/Redux for foraging with a shared codebase for web and mobile applications
- **WASM Terrain Generator:** Terrain generation using Perlin 2D noise in C via WebAssembly and HTML5 canvas
- **Git-Get:** GitHub profile analysis tool for users and organizations. Built with React, Go, and Firebase

## SKILLS

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**Knowledge:** Web Applications, Full-Stack Development, UI/UX Design, Data Visualization, REST/GraphQL  
**Languages:** JavaScript, TypeScript, Python, C++, Java, C#, Go, HTML, CSS  
**Frameworks:** React, Vue, Redux, Node.js, Flask, Django, MongoDB, PostgreSQL, OpenCV  
**Software:** Git, Linux/Unix, Sketch, Figma, Adobe Illustrator/Photoshop, Unity3D