

REDACTED

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EDUCATION

- **University of California, Los Angeles** Los Angeles, CA
Bachelor of Science - Mathematics and Computer Science; GPA: 3.4 Sept. 2012 – July. 2016
- **University of California, Los Angeles** Los Angeles, CA
Bachelor of Arts - Philosophy; GPA: 3.4 Sept. 2012 – July. 2016

EXPERIENCE

- **University of California, Los Angeles** Los Angeles, CA
Junior Research Assistant Feb 2017 - Oct 2019
 - **Thesis:** Given mapping software (Tissue Mapper), predicting which neurons are likely to re-align in a severed rat's spine and if there could be analogous mappings to human spines
 - Collects and submits pertinent information from source documents on appropriate data forms/flow sheets/databases within designated timelines
 - Used STATA to run analysis on Tissue Mapper data to generate predictive models
 - Worked with complex datasets and trained new hires to work with them as well
- **UCLA School of Neuroscience** Los Angeles, CA
Junior Systems Administrator Sep 2016 - Oct 2017
 - **Authentication:** Maintained authentication accessibility across the various systems used in the school so researchers could keep their resources bundled together
 - **Security Standards:** Coached researchers to abide with data stewardship standards
 - **Dev Environment:** Analytics environment based on docker and AWS, standardized the python and R dependencies
 - **Data Warehousing:** Setup, schema design and management of AWS. Built an internal app for access to the data using a web interface
- **The Home Depot** Atlanta, GA
Merchandizer May 2019 - Present
 - **Product Merchandizing:** Worked with Vendors to create product workflows and layouts in accordance with both The Home Depot's designers and vendors' designers, such as Behr and Dewalt
 - **Team Leader:** Trained and coordinated a team (between 7 to 11 members) between multiple stores to carry out projects in stores.

PROJECTS

- **Linux Users Group:** Official Treasurer for the UCLA LUG
- **Viz DOOM:** ViZDoom allows developing AI bots that play Doom using only the visual information (the screen buffer). It is primarily intended for research in machine visual learning, and deep reinforcement learning, in particular.
- **Earthquake Prediction System:** Using Tensorflow and GeoJS to predict earthquakes

PROGRAMMING SKILLS

- **Languages:** Java, Python, Javascript, C++, SQL, OCaml, Matlab, R
- **Technologies:** LaTeX, AWS, Play, React, MEAN Stack, Red Hat Enterprise Technologies, Full Stack Proficiency

MISCELLANEOUS SKILLS

- Collaborative verbal and written communication skills and professional interpersonal skills
- On-boarding and explaining broad ranges of data and models
- Technical Writing with emphasis for training new team members and third parties
- Problem solving skills
- Working independently and researching solutions as problems arise