

## EDUCATION

### BROWN UNIVERSITY

Computer Science & Classics AB  
Expected May 2019 | Providence, RI  
GPA: 3.92 / 4.00

## PROJECTS

### ETYMOWL

May 2017 | Chrome Web Store  
Light-weight etymology search  
extension for Chrome

### CONVERSATIONALIST

September 2016 | HackMIT  
Web app that pools mic data to display  
real-time discussion metrics

### QQQ

Spring 2015 | HackExeter 2<sup>nd</sup> Place  
Multiplayer Bluetooth trivia game for  
Android

## AWARDS & HONORS

### TECHNOLOGY HOUSE

Board member at Brown program house

### NATIONAL HISTORY DAY CONTEST

Second place nationally for research  
paper on software patent law

### NCWIT ASPIRATIONS IN COMPUTING

MA runner-up award winner

### FTC #8379 THE PARITY BITS

Founding member of girls robotics team

## SKILLS & TECH

Java • Android • C • C++ • Python • Git  
Golang • Arduino •  $\text{\LaTeX}$  • Unity • Scala  
Ruby • MATLAB • SQL • x86 Assembly  
R • HTML • CSS • JavaScript

## EXPERIENCE

### INSTRUCTOR | iD CODING & ENGINEERING ACADEMY

June – Aug 2017 | MIT, Cambridge, MA

- Developed lesson plans and material for two-week cybersecurity/cryptography course in C++ and Python
- Taught eight high school students for 6+ hours daily and supervised groups of 50+ students with other instructors

### TEACHING ASSISTANT | BROWN UNIVERSITY

Jan – Dec 2017 (expected) | Providence, RI

- Created and graded proof-based problem sets for courses in discrete mathematics and theoretical computer science
- Held weekly office hours and worked with fellow TAs to develop review materials and proctor exams

### OPERATOR & TECH INTERN | ESCAPE RHODE ISLAND

Oct 2015 – April 2017 | Providence, RI

- Applied microcontroller programming and hardware skills to create custom electronic puzzles for real-life escape room games

### PTOC SOFTWARE ENGINEERING INTERN | MITRE CORP

Winter 2015-2016, Winter 2016-2017 | Bedford, MA

- Developed R code to parse GPS data from live sources and calculate/plot error ellipses
- Ported a pair of battlespace management applications for Vive & Rift to Google Cardboard using Unity and C#

### SOFTWARE ENGINEERING INTERN | MITRE CORP

June -Aug 2015 | Bedford, MA

- Built Android apps for use in an attack/defend style Capture the Flag security competition
- Developed Android native software to process sensor data collected by Google's Project Tango
- Wrote server code to upload RGB-XYZ data in real-time and used C# scripts to display in Unity