



PROFILE

Experienced software engineer who has designed, implemented, and deployed several systems with a focus on machine learning and human-computer interaction. Proven leader guiding cross-functional efforts to develop compelling user experiences.

EXPERIENCE

watchOS Software Engineer, Apple; Cupertino, CA – 2016–Present

Developed on-device personalization framework to power the Siri watch face. Crafted Relevant Shortcuts, a 3rd party API for donating glanceable information and tappable actions in a watch face. Presented to developers at WWDC 2018.

Undergraduate Research Fellow. University of Minnesota; Minneapolis, MN – 2014-2016 Collaborated with seasoned researchers to develop Atlasify, an online semantic relatedness exploratory visualization tool. Implemented a system to construct visualizations from unstructured text called VizByWiki, which was published at WWW '18.

Software Development Internship, Epic Systems; Madison, WI – 2015

Spearheaded project developing a 3D based iPad application for tracking and recording dermatologic skin conditions in an electronic medial record

Project Tango Visualization Project - 2014

Devised first visualization for reconstructing 3D environments from Google's Project Tango.

FGPA Development Internship, Seagate Technology; Shakopee, MN - 2014

Developed flash memory controller for a hard disk drive.

EDUCATION University of Minnesota; Minneapolis, MN

BS in Computer Engineering, 2016, GPA: 3.83

Skills Proficient in Objective-C, C, C++ and an expert understand of software development using

tools like Xcode, Instruments. Experienced in Swift, Java, Javascript, Verilog.

REFERENCES Available upon request.