

EDUCATION

University of Michigan, Ann Arbor, MI

May 2020

Bachelor of Science in Engineering in Computer Science.

GPA: 3.897

Courses: EECS 442: Computer Vision, EECS 445: Machine Learning, EECS 281: Data Structures and Algorithms, EECS 494 Video Game Design & Development, EECS 482: Operating Systems.

Thomas Jefferson High School for Science and Technology, Alexandria, VA

June 2016

EXPERIENCE

Facebook, Inc., Menlo Park, CA.

Software Engineer Intern — Ads Conversion Experiences

May-Aug 2019

- Built an original application used by multiple teams across the Ads department for aggregating and displaying data on the impact of advertiser penalties over all of global Facebook.
- Added substantial features in Hack and React to a tool for querying detailed information about advertisers, allowing two large classes of data to become available within the interface.

Indeed, Inc., Austin, TX.

Software Engineer Intern — Chaos Engineering

May-Aug 2018

- Independently developed and tested an application to automatically conduct surveys to collect data from internal users of the Chaos team's tools across the company to determine how to improve them.
- Contributed to a modernization of the team's code base by adding automatic style checks, more robust integration testing, and interactive API documentation in the form of a web app.

Northrop Grumman Corporation, McLean, VA.

Software Developer Intern — COTS Product Group

June-Aug 2017

- Created a comprehensive technical and business plan for integrating the company's business process management software, e.POWER, with cutting-edge blockchain and distributed ledger technologies.
- Made major contributions to founding a blockchain research database accessible across the company.

RESEARCH

- University of Michigan Crowds+Machines Lab — CrowdMask
 - Leading an HCI project under Professor Walter Lasecki to investigate a system for hiding private content in images by combining the power of computer vision object detection with human crowd workers.

ACTIVITIES

Wolverine Soft (game development organization),

Sept 2016-Present

University of Michigan. Officer, April 2017-present. Roles: Treasurer, Webmaster, Historian.

Member of Eta Kappa Nu (HKN), Beta-Epsilon Chapter.

Dec 2017-Present

SKILLS

Programming: C++, C, Python, Java, C#, Go, Swift, JavaScript, PHP, HTML/CSS, Objective-C.

Software: Unity, Xcode, Android Studio, IntelliJ, MATLAB, Blender.