
EDUCATION

Seattle, WA	University of Washington	Fall 2016 – Winter 2020
3.9 GPA (Phi Beta Kappa, Dean's List).		
<ul style="list-style-type: none"> • B.S. in Computer Science (direct admission); B.A. in Mathematics (pure). • CS Electives: Database Systems; Distributed Systems; Operating Systems; Computer Networks; Theory of Computation; Compilers; Computer Architecture; Computer Vision; Machine Learning Algorithms; FPGA Programming. • Math Electives: Abstract Algebra; Topology; Differential Geometry; Combinatorial Theory; Real Analysis; Complex Analysis; Linear Analysis. • Interest: Systems programming (databases, distributed systems, operating systems). 		

EXPERIENCE

Software Engineer Intern	Microsoft – Azure Cosmos DB	June 2019 – September 2019
<ul style="list-style-type: none"> • Created and integrated a mutation proxy fuzzer system for Cosmos DB's Cassandra query processor. • Integrated Azure Active Directory authentication to every Cosmos DB request sent and demoed feature to Fortune 500 customers. 		
Data Scientist Intern	Microsoft – Surface	June 2018 – September 2018
<ul style="list-style-type: none"> • Implemented a real-time statistical process control system for Microsoft devices, processing 200 gigabytes of data per day, with Azure and .NET tools – the first usage of real-time analytics within Microsoft devices manufacturing. • Used to improve quality, avoid excess costs, and find root causes during quality failures significantly faster. 		
Chair	Association for Computing Machinery	September 2016 – June 2019
<ul style="list-style-type: none"> • Elected to be the external face of ACM and represent over 1,200 CSE students. • Coordinated and planned events with the school and industry affiliates. 		
Teaching Assistant	University of Washington	March 2017 – August 2017
<ul style="list-style-type: none"> • Head Grader for Software Design and Implementation (CSE 331). • Taught a section of 20-25 students and answered content-related questions on forums. • Graded theory-based code reasoning and project-based assignments. • Held office hours for homework help and course questions. 		

PROJECTS

- **Torgo** (June 2019): Anonymous overlay network based on the Tor protocol. Routes traffic from a browser through a randomized circuit of Tor routers before sending it to the web server. Other Tor routers are found using a peer discovery registration service. Can run (for multiple days or longer) in a heterogeneous environment without resource leaks or deadlock. Wrote around 1.5k lines of code in Golang.
- **Distributed Database System** (June 2019): A linearizable, Paxos replicated, sharded key-value store with multi-key updates and dynamic load balancing, similar in functionality to Amazon's DynamoDB or Google's Spanner.
- **Operating System** (March 2019): Created a working operating system in C that can run multiple processes efficiently and store file data reliably. Based on the Experimental Kernel (XK).
- **Java to x86-64 Compiler** (June 2018): Uses JFlex (lexical analyzer generator) and CUP (LALR parser generator) to generate a scanner and parser using context-free grammars, then transforms the program into an AST for static semantics checking, type checking, and symbol table generation. Finally, generates runnable optimized x86-64 code.
- **SimpleDB** (March 2018): A relational database management system in Java that handles queries (joins, aggregate functions, selections, etc.), ACID transactions, and a steal/no-force crash recovery (with a write-ahead redo/undo log + non-quiescent checkpoints). It can run in parallel or as a distributed system across multiple machines.

RESEARCH EXPERIENCE

Undergraduate Assistant	UW Database Group	Spring 2018
<ul style="list-style-type: none"> • Developing a cost model for LightDB, a database system for virtual and augmented reality content at scale. 		
Undergraduate Assistant	Taskar Center for Accessible Technology	Autumn 2016 – Winter 2017
<ul style="list-style-type: none"> • Worked with Dr. Anat Caspi and Nick Bolton to Developed a tutorial module for the OpenSidewalks Project in Unity. 		