

## EDUCATION

<b>Seattle, WA</b>	<b>University of Washington</b>	<b>Fall 2016 – Spring 2020</b>
3.92 GPA (Phi Beta Kappa, Dean's List)		
<ul style="list-style-type: none"><li>• B.S. in Computer Science (direct admission) and Mathematics (double major)</li><li>• <b>Current Courses:</b> Computer Vision; Algorithms; Complex Analysis</li><li>• <b>Past Coursework:</b> Database Systems (grad); Theory of Computation; Systems Programming; Compiler Construction; Real Analysis; Inferential Statistics; Data Structures + Parallelism; Software Design and Implementation; Programming Languages; Hardware/Software Interface; Data Management</li></ul>		

## EXPERIENCE

<b>Data Scientist Intern</b>	<b>Microsoft</b>	<b>June 2018 – September 2018</b>
<ul style="list-style-type: none"><li>• Implemented a real-time statistical process control system for Microsoft devices, processing 100 gigabytes of data per day, with Azure and .NET tools.</li><li>• Will be used to improve quality, avoid excess costs, and find root causes during quality failures significantly faster.</li></ul>		

<b>Chair</b>	<b>Association for Computing Machinery</b>	<b>September 2016 – Present</b>
<ul style="list-style-type: none"><li>• Elected to be the external face of ACM and represent CSE students.</li><li>• Coordinating with CSE, Student Advisory Council, ACM-W, and industry affiliates.</li></ul>		

<b>Teaching Assistant</b>	<b>University of Washington</b>	<b>March 2017 – August 2017</b>
<ul style="list-style-type: none"><li>• Head Grader for Software Design and Implementation (CSE 331).</li><li>• Taught a section of 20-25 students and answered content-related questions on forums.</li><li>• Graded theory-based code reasoning and project-based assignments.</li><li>• Held office hours for homework help and course questions.</li></ul>		

<b>Allen School Ambassador</b>	<b>Paul G. Allen School of CSE</b>	<b>Fall 2016 – Present</b>
<ul style="list-style-type: none"><li>• Represented Allen School in K-12 outreach and recruitment efforts.</li><li>• Designed a MySQL/NodeJS database for computer science education in the Seattle area.</li><li>• Coordinated and managed activities and volunteers for outreach events such as Engineering Discovery Days, Computing Open House, Admitted Student Previews, and Weekly Info Sessions, and tours.</li></ul>		

<b>High-School Intern</b>	<b>Concur</b>	<b>Fall 2014</b>
<ul style="list-style-type: none"><li>• Developed a GIS-based app using Android Studio as a team using Java to present to Concur executives.</li></ul>		

## PROJECTS

- **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 via the visitor pattern. Finally, generates x86-64 code based on the AST which can be run.
- **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.
- **Spam Filter** (October 2017): A Naïve Bayes Classifier with Python that trains using a subset of the Enron Corpus as pre-labeled data and predicts the classification of unseen emails.
- **CalcuSpeak** (DubHacks 2017): A mathematics tool for the visually impaired with Python, JavaScript, Bing Speech API, Wolfram Alpha Full Results API, and Google Cloud Speech API.

## RESEARCH EXPERIENCE

<b>Undergraduate Assistant</b>	<b>UW Database Group</b>	<b>Spring 2018 – Present</b>
<ul style="list-style-type: none"><li>• Developing a cost model for LightDB, a database system for virtual and augmented reality content at scale.</li></ul>		

<b>Undergraduate Assistant</b>	<b>Taskar Center for Accessible Technology</b>	<b>Autumn 2016 – Winter 2017</b>
<ul style="list-style-type: none"><li>• Worked with Dr. Anat Caspi and Nick Bolton to Developed a tutorial module for the OpenSidewalks Project in Unity.</li></ul>		

## LANGUAGES AND TECHNOLOGIES

**Advanced**  
Java; SQL; LaTeX

**Intermediate**  
C; C++; C#; R; Python; Git; Linux

**Familiar**  
JavaScript; x86-64