

## Education

*University of California, San Diego* | San Diego, CA

SEP 2024 - JUN 2026

Intended M.S. in Computer Science

*University of California, Berkeley* | Berkeley, CA

AUG 2020 - MAY 2024

B.A. in Computer Science & B.A. in Applied Math GPA: 3.90

**Relevant Coursework:** Machine Learning, Deep Learning, Artificial Intelligence, Game Design, Data Structures, Principles of Data Science, Complex & Real Analysis, Machine Structures, Efficient Algorithms, Numerical Analysis, Operating Systems, Probability and Random Processes

## Professional Experience

*Machine Learning Engineer Intern* | Accretional

JUN 2024 -

- Design and implement **RAG vector** embedding model to ground LLM with respect to cloud infrastructure
- Create command-line tool in Golang for indexing and vectorization of files, **semantic & lexical search** of keywords
- Fully construct VSCode application in Svelte and TypeScript to help users easily implement and deploy APIs in less than 5 seconds

*Research Intern* | Hao AI Lab @ UCSD

APR 2024 -

- Develop cutting-edge LLM monitoring system, utilizing **SAEs** and new sequence-level early exit strategies
- Configure new CLLM models to be compatible with **qLoRA fine-tuning** on Jacobi trajectories, decreasing memory usage over 3x

*Software Engineer Intern* | Hinge Health

MAY 2023 - AUG 2023

- Overhauled and integrated a tedious (100+ hour) manual user data reset workflow process
- Designed 5+ endpoints and event consumers in TypeScript and Ruby on Rails, restructuring and building new GraphQL queries
- Discussed and presented solutions for over 10 UI/UX features and bugs in React with PMs & engineers
- Touched 8 different repos with Docker, linking many of them with RabbitMQ event emitting, deployed in Kubernetes

*Full Stack Intern* | Cisco Meraki

MAY 2022 - AUG 2022

- Spearheaded a full stack project to create uplink ping stat graphs, helping **500,000 customers** visualize wireless trends over time
- Collected ping stats data from over 4 million wireless internet nodes, using Scala scripts to build a grabber and Jenkins to test
- Conducted experiments with global LT & SQL queries across 600 shards to mitigate the size of rapidly-growing tables
- Introduced 3 multi-functional endpoints in Ruby on Rails using backend data collectors

*Software Engineer Intern* | Breakout Mentors

JUN 2021 - AUG 2021

- Amplified Python scripts, reducing number of calls to pSQL databases by 50%, improving efficiency of mapping algorithms by 10x
- Revised React code to minimize frontend API calls and used caching to store data on 100% of administrative webpages

## Projects & Research

*Learner*, a full stack **Flask / React** app that prompts & fine-tunes LLMs to help with learning languages

SEP 2024 -

*MusicCLLM*, an adaptation of **Consistency LLMs for music generation**

JUN 2024 -

*Convolutional Neural Network* implementation in Python

MAR 2024 - APR 2024

- Engineered a basic CNN, including construction of layers, activations, and NN models, using NumPy, PyTorch, & TensorFlow

*Insite*, a React, NestJS & TypeScript app that connects high schoolers to professionals

JUN 2023 - SEP 2023

- Utilized AWS S3 buckets for file storage, assembled 40+ REST API endpoints for tasks like search, connections, and profile pages
- Built custom Docker containers and PSQl databases, integrating them with CRA frontend & backend repos with networks

*Regulus*, a Golang secure file sharing system

MAR 2023 - MAY 2023

- Employed over 5 cryptographic tools and libraries like HashKDF, PBKDF, UUID, HMACs for authentication & access revocation

*NumC*, a C++ version of **numpy**, optimized 40x using loop unrolling, SimD, OpenMP, caches

OCT 2021 - DEC 2021

*Gitlet*, a Java-based git-like version control system

FEB 2021 - MAR 2021

## Skills

Python, SQL, JavaScript, TypeScript, React, PyTorch, TensorFlow, Java, Golang, Kubernetes, AWS, Ruby on Rails, Scala, Docker, C, C#, C++, RabbitMQ, GraphQL, HTML, CSS, Figma, Jenkins, PHP, Unity, Git / GitLab / GitHub, Unix, Jira, JupyterLab