

Education

University of Washington, Seattle

September 2016 – June 2020

Bachelor of Science in Computer Science (Data Science) and Economics – GPA: 3.70/4.0

Relevant Coursework: Data Structures and Parallelism, Algorithms, Database System Internals, Computer Vision, Data Visualization, Econometric Theory & Practice, Computational Finance

Stony Brook University – Garcia Center for Polymers at Engineered Interfaces

June 2015 – August 2015

Research Scholar Program

Experience

Stripe

June 2019 – September 2019

Software Engineer Intern – Foundation, Machine Learning Infrastructure, Signals

San Francisco, CA

- Migrated online data storage for in-house feature engineering framework to TLS-enabled AWS ElastiCache clusters.
- Implemented feature flag controlled dark reads/writes in Scala on top of an open source Java Redis client.
- Developed an interface that enabled the use of an in-house feature engineering framework in Zeppelin notebooks.
- Built and evaluated support for non-daily Airflow batching jobs for offline storage of feature engineering real-time data.

Citadel

April 2019 – June 2019

Software Engineer Intern – Global Fixed Income, Data Strategy

New York, NY

- Built a Dockerized Flask web service for fetching financial data with service-level Redis caching and cache monitoring.
- Developed a Python module for secure Kerberos-backed JWT-based authentication for Dockerized Flask applications.
- Analyzed and benchmarked Snowflake as a data warehousing solution for intraday investment risk calculations.
- Built internal API and framework for alert-based interactive Slack messaging bots.

University of Washington Graphics and Imaging Laboratory (GRAIL)

January 2019 – March 2019

Undergraduate Computer Vision Research Assistant

Seattle, WA

- Modified open source StructureIO sensor iOS application for project specific data collection.
- Developed Python script for Photometric and Geometric camera calibration using OpenCV.
- Set up Amazon Mechanical Turk workflow for crowd evaluation of engine rendered image results.

Microsoft

June 2018 – September 2018

Software Engineer Intern – Gaming Cloud, PlayFab Operational Analytics

Redmond, WA

- Implemented a real-time data analytics chart displaying server usage metrics for PlayFab Multiplayer Servers.
- Redesigned and prototyped a new real-time data pipeline reducing reliance on third party services.
- Leveraged technologies and libraries such as Datadog, ASP.NET Razor, and ASP.NET SignalR.

University of Washington Office of Admissions

February 2017 – Present

Campus Tour Guide (Team Lead)

Seattle, WA

- Led daily and separately scheduled tours for campus visitors of the University of Washington Seattle campus.
- Ran quarterly presentation skills workshops for active student tour guides.
- Trained, evaluated, and mentored new hires of the Campus Visit Program.

Aerojet Rocketdyne

September 2015 – June 2016

Engine/Feed Systems Intern

Redmond, WA

- Designed and constructed a 9-foot liquid-fueled sounding rocket with a team of 30+ interns.
- Developed engine performance models to tune engine/feed system parameters based on projected flight path.

SAP Concur

October 2014 – December 2014

Android Developer Intern

Redmond, WA

- Developed working prototype for a learning management system companion application with a team of 5 students.
- Conducted user experience interviews and integrated feedback into the final product.

Leadership & Organizations

Chinese Student Association

November 2016 – Present

Internal Vice President (2017 – 2018), Public Relations Officer (2016 – Present), Member (2016 – Present)

Delta Sigma Pi Professional Business Fraternity

March 2018 – Present

Webmaster (2018 – 2019), Member (2018 – Present)

Skills & Interests

Programming Languages: Java, Scala, Python, C++, C, Ruby, JavaScript, TypeScript, R, SQL

Tools & Libraries: AWS ElastiCache, Docker, Flask, Snowflake, Redis, Kafka, Airflow, Zeppelin, OpenCV, Nomad, Terraform

Academic Interests: Computer Vision, Augmented Reality, Machine Learning, Computational Finance, Education