

WORK EXPERIENCE

- **Facebook** Seattle, WA
Software Engineer Summer 2017, August 2018 - Present
 - Designed and implemented an end 2 end solution to manage regressions in Instagram web servers
 - Converted a fully manual process to a semi-automated one and saved 50% of engineers' time
 - Collaborated with Facebook's team to unify the regression management platform
- **Google** Irvine, CA
Software Engineer Intern May 2016 – August 2016
 - Developed a feature in Google Analytics 360 Suite to customize the homepage for organizations which enhance resellers' flexibility in interfacing with their clients
 - Automated the 360 Suite's Angular 2 migration with scripts and cut engineering time by 30%
 - Ensured full test coverage of the application

EDUCATION

- **University of Massachusetts** Amherst, MA
B.S. in Computer Science Sept. 2014 – Dec. 2017
 - GPA: 3.96 - Dean's List (All semesters)
 - Relevant coursework:
 - Information Systems – Cited for “near perfect” scores
 - Combinatorics & Graph Theory
 - Machine Learning – Cited for outstanding work
 - Introduction to Computation – Cited for 5th highest scores
 - Introduction to Algorithms
 - Artificial Intelligence – Cited for being 1st out of 96

PROJECTS

- **Vehicle Sensor, Localization, Control** USA
Udacity Self-Driving Car Nanodegree Summer 2018
 - Implemented Kalman Filters and Particle Filters to localize vehicles in a map using a fusion of Radar and Lidar data
 - Worked with PID and MPC controller to drive a car autonomously
 - Used Coordinate Descent algorithm to tune MPC controller
- **Vehicle Deep Learning** USA
Udacity Self-Driving Car Nanodegree Spring 2018
 - Implemented different modules to predict lane lines, steering angles, traffic signs and vehicle bounding boxes
 - Analyzed and preprocessed raw image data with Computer Vision techniques before fitting various Deep Learning models
 - Tuned the pipeline end 2 end, incorporating different techniques like transfer learning and postprocessing false positives
- **Dota Winrate** Amherst, MA
CS589 Machine Learning Spring 2017
 - Dota 2 is an online multiplayer game in which 2 teams draft different characters and battle each other
 - Crawled the public API and preprocessed match datas with the Producer & Consumer concurrency pattern
 - Predicted win loss based on team lineups at 80+% accuracy on the test set by engineering features with domain knowledge
- **Informant | 2nd place out of 50, silver MLH medal** New York, NY
HackNY Fall 2015
 - Made a Chrome extension to provide contextual information to YouTube videos
 - Developed a Node.js server to process data and communicate with the extension
 - Leveraged Project Oxford to do facial recognition on celebrities
- **Prepper** Amherst, MA
CS326 Web Programming Spring 2016
 - Used MongoDB, Node, and React to build a web platform for interview prep, in a team of 6
 - Integrated video call using WebRTC protocol
 - Independently developed Google Map markers, notifications, and chatrooms for Honors program

SKILLS

- **Proficient:** C++, Python, Javascript, Shell, Hack, React
- **Familiar:** Keras, OpenCV, Java, Tensorflow, Android, HTML, CSS