

## Education

- 2015 **PhD Computer Science**, *North Carolina State University*, Raleigh, NC.  
(expected) Research Focus: Modeling User Knowledge in a Tutorial Dialogue System
- 2012 **MS Computer Science**, *North Carolina State University*, Raleigh, NC.
- 2009 **BS Mathematics, BS Economics**, *University of Washington*, Seattle, WA.

## Skills

Languages: Python, Javascript/HTML/CSS, Java, Objective C, C

## Experience

- August **Teaching Assistant**, *North Carolina State University*, Raleigh, NC.
- 2013 – present
  - Assisted with developing course content for a mixed undergrad/grad class on spoken dialogue systems.
  - Presented recent research results during lecture.
  - Advised students regarding speech recognition and synthesis software to use in their semester projects.
- May 2013 – **Software Engineer Intern**, *Apple*, Cupertino, CA.
- August 2013
  - Researched, implemented, and tested a new load balancing scheme for the Game Center backend.
  - Built a web-based visualization to show estimated improvement under the new system.
  - Learned basics of setting up and writing jobs for Hadoop and HBase.
- Jan. 2012 – **Research Assistant**, *North Carolina State University*, Raleigh, NC.
- May 2013
  - Extended latent Dirichlet allocation (a probabilistic model of latent structure in a set of texts) in a novel way to follow changes over time in automatically discovered topics.
  - Used the Twitter API to gather a corpus of 32,000 news articles.
  - Applied Gibbs sampling to fit a model to the corpus.
  - Separately, mentored an undergraduate on a project to build a speech-based physics tutor on Android.
- Sept. 2009 **Research Assistant**, *University of Washington*, Seattle, WA.
- June 2010
  - Built an HTML Canvas-based player to display dynamically generated animations of flow cytometry data using HTML, CSS, and Javascript.
  - Used Python to produce a KML visualization in Google Earth from flow cytometry data.

## Projects

- Fall 2012 **Souffle Tutor**.
  - Designed and built a speech-controlled iPhone cooking app for a class.
  - Used CMU Sphinx (via OpenEars) for speech recognition.
  - Gathered a corpus of mock voice interactions with users to use as training examples.
  - Implemented a naive Bayes classifier to discern user intent in speech recognition output.
- Summer 2009 **Research Experience for Undergraduates**.
  - Implemented random sampling for a geometric object called a branched polymer.
  - Formulated conjectures regarding properties of random branched polymers (e.g., degree distribution, degree sequence, radius) based on a large number of samples.