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RECENT EXPERIENCE

- Sep '21 – Present **Apple, Inc.** – *AR/VR Software Engineer* **Sunnyvale, CA**
- Frameworks engineer in Technology Development Group (TDG) working on future AR/VR products
 - Led and orchestrated internal API review, refactoring, and public documentation curation efforts
 - Shipped new App Intents cross-platform framework at WWDC '22 to much developer praise, critical acclaim
 - Contributing to highly collaborative, cross-functional design meetings with Shortcuts, Siri, system apps etc.
 - Active participant in AR/VR, AI/ML, and computer vision demo and algorithm deep dive sessions
 - Presently working with AR/VR UI frameworks team on feature enablement as software engineer on loan
- Jan '21 – Apr '21 **Proof Diagnostics, Inc.** – *Engineering Consultant* **Seattle, WA**
- Startup developing all-in-one solution for CRISPR-based COVID-19 molecular testing
 - Developed initial website in preparation for public launch in collaboration with design and engineering teams
 - Implemented components of low-level BLE object transfer protocol between firmware and mobile app
 - Regularly consulted with CTO and CEO to provide critical technical and strategic guidance
- Jul '20 – Sep '20 **Apple, Inc.** – *AI/ML Software Engineering Intern* **Seattle, WA**
- Developed a modular, reusable iOS gaze API; algorithm for intelligent UI selection leveraging gaze and voice
 - Conducted user study to determine key metrics; created extensible framework for study control, data collection
 - Presented findings to AI/ML organization executives and team leads with positive reception
- Jan '20 – Mar '20 **Meta Platforms, Inc. (Formerly Facebook, Inc.)** – *Software Engineering Intern* **Menlo Park, CA**
- Led design and implementation of new system-wide interfaces and notification flows to enable relevancy- and permissions-based forwarding to a profile's assigned administrator roles for a major upcoming feature release
 - Drove collaboration with multiple cross-functional teams to integrate seamlessly within existing infrastructure
- Jun '19 – Dec '19 **Xevo, Inc. / Lear Corporation** – *SDE I - AI UX / SDE Intern* **Bellevue, WA**
- Founding member of exploratory project team to generate high-order intelligence from raw user telemetry data
 - Collaborated with the data science team to engineer in-house tools to congregate and visualize telemetry data
 - Designed and implemented a multi-tier ETL pipeline to determine user POIs from user data via a reverse geocoding microservice. Developed a bespoke DBSCAN-esque MySQL clustering algorithm (patent pending)
- Jun '18 – Sep '18 **Lime (Neutron Holdings, Inc.)** – *Software Engineering Intern* **San Francisco, CA**
- Initiated and led a complete redesign of the iOS app, unifying and simplifying the company design language
 - Implemented persistent trip rating system, in-trip zones interface, compliance 'how to ride' screen, etc.
 - While working at Lime, company headcount and iOS ridership nearly doubled to over one million MAU
- Oct '17 – Mar '18 **Suplari, Inc.** – *Engineering Intern* **Seattle, WA**
- Suplari is an AI-driven procurement analytics and insights platform which was acquired by Microsoft in 2021
 - Developed complete GCP backend and app to facilitate supplier database normalization for ML model training

HIGHLIGHTED PROJECTS

- Aug '17 – Present **Weightlifting App** – *iOS App Store*
- Gamified platform to track and analyze user workouts complete with intelligent feedback, online leaderboards
 - Solely managing all product design, marketing, data science/analytics, and customer support/feedback efforts
 - Designed a Keras deep neural network to predict workout names, accompanying Node.js AWS EC2 backend
 - 40k+ installs, 3k+ MAU, 2m+ sessions, 4.7 star rated, top-10 weightlifting app
- Aug '16 – Jan '19 **Homework App** – *iOS App Store*
- Organizes, keeps track of, and reminds users of upcoming homework. Acquired by Haystack AI on 1/23/19
 - Upon acquisition: 338k installs, 63k MAU, 4.7 star rated, #1 global homework app, top-60 productivity app

EDUCATION

- 2017 – 2021 **University of Washington** **Seattle, WA**
- BS, Paul G. Allen School of Computer Science; Entrepreneurship minor from Foster School of Business
Magna cum laude – top 3.5% of class; Dean's List in 10/10 quarters; major GPA: 3.84; cumulative GPA: 3.87
- 2013 – 2017 **Thomas Jefferson High School for Science & Technology** **Alexandria, VA**
- #1 nationally ranked magnet school; developed semi-autonomous go-kart in senior lab; GPA: 4.3

SKILLS

- Leadership, communication and collaboration, presentations and public speaking, time management and reliability, detail-oriented
- Problem solving, product strategy and growth marketing, quantitative and qualitative research, quick learner with a growth mindset
- Programming expertise in Swift, Objective C, C/C++, JavaScript/TypeScript, Python, Java, PHP/Hack, SQL, HTML/CSS
- Proficient with Google/Microsoft Office Suites, Tableau, Jupyter, Jira/Asana, Adobe CC (Photoshop, Illustrator etc.), AWS, GCP

PERSONAL

- Avid reader and podcast listener (40+ books/year) – interests include business, economics, psychology, futurism, AGI, biotechnology
- Passion for world travel – visited 25+ countries; three-week Europe solo backpacking trip; lived in Beijing, China for three years
- Natural bodybuilding and physique competitor – placed 2nd and 3rd respectively in 2022 INBF Battle of the Bay
- 5-time Tough Mudder; 2-time century biker; 4-year high school basketball player; brother at Delta Tau Delta – Gamma Mu chapter