

I'm exploring the fascinating field of AI, with the dream of building machines that surpass human-level intelligence.

Education

Aug 2008 –	University of California, Berkeley	Berkeley, CA
May 2012	<i>Major</i> – B.S. Electrical Engineering and Computer Science <i>Overall GPA</i> – 3.3	

Skills and Familiarity

Coursework	Artificial Intelligence, Machine Learning (<i>Coursera</i>), Heterogeneous Parallel Programming (<i>Coursera</i>), Programming A Self-Driving Car (<i>Udacity</i>), General Game Playing (<i>Coursera</i>), Algorithms and Data Structures, Discrete Math and Probability Theory, Computer Security, Operating Systems, Databases
Languages	C, Python, Objective-C + Cocoa, JavaScript, SQL, Java, Ruby, C++

Experience

Jan 2013 – Present	HUMIN <i>Member of Technical Staff</i> <ul style="list-style-type: none">• As first engineering hire, participated in designing and building much of the product to date• Responsible for data ingestion and core search	San Francisco, CA
Aug 2012 – Jan 2013	LinkedIn <i>Software Engineer, Mobile Team</i> <ul style="list-style-type: none">• Supported development of the new notifications screen across mobile web, iOS and Android platforms• Played major role in implementing hybrid HTML5 / native mobile profile editing experience for iOS and Android platforms	Mountain View, CA
May 2011 – Aug 2011	Apple Inc. <i>Intern, System Applications for Mac OS X</i> <ul style="list-style-type: none">• Improved responsiveness and user experience of login screen in Mac OS X Lion• Conceived, designed and prototyped a new feature for the next major OS	Cupertino, CA
Nov 2009 – Feb 2012	ReversEntropy, LLC <i>Founder and CEO</i> <ul style="list-style-type: none">• Designed, developed, and marketed Pollux, an automatic music tagging and organization software (<i>polluxapp.com</i>)• Worked with two partners and two investors• 45,000 free downloads and 7,000 purchases	Cupertino, CA

Honors and Projects

Nov 2013	Pilot – Project for Numenta's NuPIC Hackathon 2013 Trained AI using Numenta's Cortical Learning Algorithm (CLA) to fly a physical quadcopter	SF, CA
Dec 2009	Pollux – One of Lifehacker Magazine's Ten Most Popular Free Mac Downloads of 2009 Awarded when Pollux was initially free software	LA, CA
Mar 2007	AutoType – 2nd Place, Engineering Division, Synopsis Regional Engineering Competition For developing and prototyping AutoType, a predictive, learning, word and phrase completion software	SF, CA
Jun 2006	Monta Vista Robotics Team – Best Programmer for 2005-2006 Developed autonomous targeting and tracking system for our robot for the FIRST Robotics Competition, 2006	Cupertino, CA