

## EDUCATION

**University of Washington (GPA: 3.85)**  
BS Computer Science, Class of 2022

Seattle, WA

## SKILLS

**Languages:** Python, Java, C++, C, SQL, JavaScript, HTML, CSS

**Tools:** PyTorch, OpenAI, Docker, Spark, React.js, Django, Selenium WebDriver

## EXPERIENCE

**Software Engineer Intern | Okta**

Jun 2021 - Sep 2021

*Developed heuristics to detect malicious IP addresses and high risk authentications*

- Deployed a new rule that detects malicious IPs by looking at high unknown username rates
- Modified the risk scoring algorithm to effectively handle events from anonymous proxies

**Co-founder | Clarity Core**

Jan 2021 - Jun 2021

*Launched a solid-form aromatherapy product generating \$2500+ in sales revenue*

- Awarded the \$2500 Best Consumer Product Idea at Dempsey Startup Competition

**Research Assistant | Neural Systems Lab**

Jan 2021 - Jun 2021

*Leveraging AI in a bi-directional brain-computer interface (BBCI)*

- Simulated a reinforcement learning agent learning a task, incurring damage, and recovering
- Simulated the components of a BBCI with neural networks to instigate recovery

**SDE Intern | Amazon Lab126**

Jun 2020 - Sep 2020

*Designed and implemented data preparation pipeline for speech data*

- Sped up the data preparation process by ~15% while also increasing its use cases

**Software Engineer | DotMote Labs**

Jun 2019 - Mar 2021

*Implemented scalable workflows for climate change research*

- Published a paper in the remote sensing journal on flower detection via satellite imagery data
- Implemented an object detection pipeline that detects various flower species in a meadow
- Developed a dynamic graph visualization tool to monitor and create workflows

**Computer Programming II Teaching Assistant | UW**

Sep 2019 - Mar 2020

*Lead bi-weekly section teaching basic data structures and programming concepts*

## PROJECTS

**Neural Lesioning Interface | Capstone Project**

Jun 2021

*An interface for lesioning a neural network that predicts neural dynamics for grasping*

- Created a matrix that lights up as the model trains in order to visualize the dynamics in real time
- Designed graphs that show average firing rate and principal components to interpret model behavior

**World Models**

Dec 2020

*Implemented a neural network with a vision, memory, and controller component to replicate a paper*

- Achieved a sufficient reward to navigate the car-racing environment in OpenAI