

## Education

### Stanford University

Expected 2025

*M.S. in Computer Science (Human Computer Interaction)*

*B.S. in Computer Science (Artificial Intelligence)*

#### Notable Courses:

Artificial Intelligence: Principles and Techniques, Computer Organization and Systems, Computational Logic, Cryptography, Cybersecurity, Design and Analysis of Algorithms, Natural Language Understanding, Operating Systems Principles, Web Programming Fundamentals

## Professional Experience

### Wolfram Research

Champaign, IL

*Software Developer Intern*

Summer 2023

- Contributed to the Wolfram Neural Net Repository by providing models and resources to the Wolfram community.
- Extended functionality of the Wolfram Language by implementing new user functions and revising existing functions.

### Wolfram Research

Champaign, IL

*Game Physics Simulation Intern*

Summer 2022

- Prototyped physics simulations of a variety of custom rigid-bodies and joints using external game physics engines.
- Designed user interfaces using UI/UX principles for a physics AR/VR applications project using Unity and C#.

### Wolfram Research

Champaign, IL

*Software Developer Intern*

Summer 2021

- Analyzed and created individualized visualizations for existing graph data in the Wolfram Data Repository.
- Established compatibility in the Mathematica interface between the Wolfram Language and the Unity game engine.

## Featured Projects

### Automated Code Review Model

Spring 2023

- Developed a **code review model** using GPT-3.5-Turbo to generate specific comments and revised code from a code snippet.
- Utilized a Demonstrate-Search-Predict framework with custom prompt templates for targeted evaluations.

### Personal Website ("Ensemble")

Spring 2023

- Designed a website using Full Stack Development that allows users to find interest groups based on followed tags.
- Created using **Javascript**, **Node**, **Express**, and a **MongoDB** database.

### Movie Recommending Chat Bot

Winter 2023

- Constructed a chatbot that stores users' movie ratings and uses item-item collaborative filtering to recommend similar movies.
- Chatbot main functions and recommendation algorithm written in **Python**.

### Encrypted Chat Client

Winter 2023

- Implemented an encrypted chat client that uses the Double Ratchet Algorithm to ensure forward secrecy and break-in recovery.
- Encryption algorithm designed and written in **Javascript**

### Propability-Based Playlist Shuffler

Autumn 2022

- Created a music shuffling web app using **Python** that prioritizes less commonly played songs within a playlist.
- Shuffling algorithm constructed using Bayes' theorem and probability analysis.

### Operating Systems Shell

Spring 2022

- Developed a sophisticated shell in **C++** that utilizes multiprocessing using fork, execvp, and waitpid system calls.
- Functionality allows handling of multiple executable commands.

### Memory Heap Allocator

Winter 2022

- Implemented efficient implicit and explicit heap allocators in **C** with malloc, realloc, and free functionality.
- Used gdb and Valgrind to track and manage allocated memory blocks.

## Awards

### Hack with Google, Second Place

Chicago, IL

*Integrated Large Language Model Web App*

Summer 2023

- Led the development of a functioning web app with several AI features that would boost the efficiency of manufacturing companies by making manuals and documents more accessible to front-line workers.
- Successfully implemented functionality of automatic document processing, text translation, document simplification, and targeted query-based clarification.
- Used Google AppSheet, AppScript, ChatGPT, and Optical Character Recognition
- Judged on innovation, technical execution, accessibility/impact, and business potential.

**Skills:** Python, Wolfram Language, JavaScript, C, C++, C# MySQL, Jupyter Notebook, Google Suite, x86, L<sup>A</sup>T<sub>E</sub>X