- Delivered engaging presentation about the intersection of physics and machine learning to physics students

3-D Filament Fuser | *PCB Design, KiCad, Circuit Design*

- Conceptualized and designed device that automatically joins 3-D filament together, allowing users to change filament color without interrupting their print
- Designed schematic, layout, and custom-printed circuit board in KiCad
- Presented final product to Apple engineers and UC Berkeley EECS faculty

Research-Engine | *Python, Flask, Svelte, Web Scraping, Natural Language Processing*

- Led team of 3 to develop Research-Engine, helping users efficiently find and summarize information about a topic
- Developed a full-stack web application hosted on an AWS EC2 instance using Flask and Svelte
- Implemented web scraping and natural language processing to obtain and summarize information from Google

Watersort Solver | *Flutter SDK, Dart, Java*

- Designed and developed Watersort Solver in Java and Flutter to quickly solve any watersort brainteaser
- Published to Google Play Store with 4.5 star rating and >160 downloads

Certifications

Machine Learning *IBM*

- Studied data analysis, supervised, unsupervised, and semi-supervised learning with a focus on deep learning
- Completed capstone project using machine learning to build recommender systems

Decision Making and Reinforcement Learning *Columbia University*

- Studied theoretical and mathematical foundations of reinforcement learning strategies for dynamic environments
- Implemented algorithms such as Q-learning and SARSA in Python

Game Theory *Stanford University*

- Studied multi and single player games, using mathematical modeling to optimize outcomes

Skills

Languages: C, C++, Python, R, Java, HTML/CSS, JavaScript, SQL
Frameworks: ROOT, Flutter, Flask, Mockito, ReactJS, React Native
Libraries: PyTorch, TensorFlow Keras, Pandas, NumPy, Matplotlib, SciKit-Learn, BeautifulSoup