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[Email](#) | [Portfolio Website](#) | [Github](#)

EDUCATION

University of California, Berkeley

Aug. 2023 – Present

Physics and Mathematics, Electrical Engineering & Computer Science (Minor)

Berkeley, CA

- Relevant Coursework: Data Structures, Advanced Programming in R, Computer Programs, Communication Networks, Information Devices and Systems, PCB Engineering
- Hands-On PCB Engineering Course Staff (Spring 2024)
- 2023 National Merit Scholarship Finalist (awarded to <1% of students)

IBM Professional Certification in Machine Learning

Jan. 2023 – Jun. 2023

Certification

Remote

- Studied the fundamentals of machine learning including regression, clustering, classification, deep learning, and reinforcement learning
- Completed capstone project using machine learning to build recommender systems

EXPERIENCE

Amazon

Aug. 2023 – Dec. 2023

OpenSearch Contributor

Remote

- Selected as member of 2023 OpenSearch Contributor Initiative (<4% acceptance rate)
- Contributed to the [opensearch-project/ml-commons](#) GitHub repository by developing machine learning algorithms, unit tests, and plugins in Java
- Collaborated with undergraduate students, graduate students, and industry professionals across the globe under the mentorship of Machine Learning Engineers at Amazon

UC Irvine, Department of Physics & Astronomy

Feb. 2022 – Jul. 2023

Researcher

Irvine, CA

- Developed, trained, and tested TensorFlow/Keras deep learning models to address data scarcity issues in high momentum collision analysis with >90% accuracy
- Simulated particle collisions using MadGraph, Pythia8, Delphes, and ROOT and wrote reconstruction algorithms in C++ and Python to predict particle mass with <2% error

PROJECTS

Physics Directed Reading Program | *Statistical Modeling, Machine Learning*

Aug. 2023 – Dec. 2023

- Studied applications of statistical and thermal physics to machine learning
- Investigated statistical and machine learning methods used in physics, with a focus on Markov Chain Monte Carlo simulations
- Delivered engaging presentation about the intersection of physics and machine learning to undergraduate and graduate physics students

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

Nov. 2022 – Apr. 2023

- Led a team of 3 to develop Research-Engine, a tool to help users efficiently find and access relevant information and research 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*

Jul. 2022 – Nov. 2022

- Designed and developed Watersort Solver in Java and Flutter to quickly and accurately solve any watersort brainteaser
- Published to Google Play Store

TECHNICAL SKILLS

Languages: Python, R, C++, Java, HTML/CSS, JavaScript, SQL

Frameworks: ROOT, Flutter, Flask, TensorFlow/Keras, PyTorch, Mockito

Libraries: Pandas, NumPy, Matplotlib, SciKit-Learn, BeautifulSoup