



- 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

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**Machine Learning Professional Certification**

*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

**Stanford/UBC Game Theory Certification**

*Stanford University*

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

## SKILLS

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

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

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