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EDUCATION

Massachusetts Institute of Technology

May 2025

Candidate for Bachelor of Science in Computer Science and Engineering

Cambridge, MA

Relevant Classes: Fundamentals of Programming, Introduction to Deep Learning, Calculus, Mathematics for Computer Science, Linear Algebra, Introduction to C and Assembly

EXPERIENCE

Meta - Javascript, React, Node

June – August 2022

Software Engineering Intern - Meta University

Menlo Park, CA

 Designed, constructed, and showcased a full-stack browser-based interface design tool; Set up deployment pipelines that cut down shipping time by 50%.

MIT CSAIL - Deep learning, Python

February 2022

Undergraduate researcher – Health ML

Cambridge, MA

- Shaped the research direction by developing and evaluating native and modified GAN methods to generate synthetic data using ECG, EHR data from public remote sensing database.
- Implemented the following models from papers on remote health care data imputation: MICE, Dynamic Bayesian Network & GANs with RNNs.

MIT CSAIL - Python

March - May 2022

Document processing

Nairobi, Kenya

- Built an interface around the document processing automation tools for the Central Bank of Malaysia.
- Met with the central bank team to translate desired client features to technical specifications.

MIT Media Lab - Golang

September 2021 – December 2021

Research Assistant – Bitcoin Utreexo

Cambridge, MA

- Collaborated closely with a team of 3 on utreexo, an open-source Bitcoin research project.
- Optimized the project's runtime by 15% by refactoring the codebase to be more concurrent.

LEADERSHIP

Tunzwa - Python

December 2018 – December 2019; May 2021

Founder

Kikuyu, Kenya

Improved infant vaccination rate by 80%, in pilot hospital, by building a start-up that reminds parents of their babies' vaccination schedule.

PROJECTS

Autonomous Boat - C++, ROS

November 2022 -

- Wrote efficient methods to visualize clusters as point clouds.
- Experimented surface reconstruction methods to generate accurate surfaces from LiDAR point clouds

July 2022

• Implemented a 3D ray tracing algorithm in Rust.

Mini-OS kernel - Rust

Ray tracer - Rust

August 2022

• Built a mini 64-bit kernel targeting x86 architecture systems, implementing bios boot & text display.

Bittorent protocol - Rust

August 2022

Wrote and optimized a bittorent client to learn network and systems programming.

SKILLS

Technical: Open source, Rust, Golang, PyTorch, Python Django/Flask, Javascript, Git, CI/CD, HTML/CSS