

Fourth-year CS student at the University of Utah interested in infrastructure and low-level systems.
EDUCATION
University of Utah
Double BS in Honors Computer Science & Mathematics, Statistics Emphasis May 2016 – December 2020 GPA: 3.7 / 4.0
May 2016 - December 2020 GPA. 3.77 4.0
Relevant Course Work: Adv Operating Systems*, Programming Languages*, Operating Systems, Computer Networks, Algorithms, Models of Computation, Intro to Data Science, Intro to Probability* (*currently enrolled)
Skills: Python 3, C, C++, MySQL, ヒቫ፫X, Ruby, Rust, Java, Bash, Git, Mercurial, Docker, Docker Compose, AWS S3 & Lightsail, Node.js, Thrift, RPC, asynchronous/event-driven programming, stateless services, networking
EXPERIENCE
University of Utah - Center for High Performance Computing
Student Intern Salt Lake City May 2017 – Present
 Prototyped OpenStack, Emulab, and OpenNebula for the development of a HPCaaS environment.
 Implementing Puppet and Foreman for new host provisioning on the SLATE research project.
Facebook
Production Engineer Intern Seattle Summer 2019
 Worked with the Storage Platform team which manages all storage hardware at Facebook.
 Developed and deployed a service in Python 3 to automate stress testing of storage nodes.
 Helped and mentored other interns in learning Facebook's tools and infrastructure.
Facebook
Production Engineer Intern Seattle Summer 2018
 Developed and deployed an asynchronous, stateless service in Python 3 to manage the lifecycles for all hosts powering Facebook's Scuba service.
LEADERSHIP
HackTheU Chief Director May 2017 – Present
Organize and manage a team of 20 that hosts Utah's largest hackathon with over 250 attendees in 2018 at the
University of Utah. Administrate the non-profit and 501(c)(3) status of the organization.
School of Computing Undergraduate Advisory Committee Member May 2017 – Present Host student events and serve as the student voice for the School of Computing.
PROJECTS / ACTIVITIES
Deployed registration.hacktheu.org and auth.hacktheu.org on AWS with Docker/Docker Compose.

- Linux character device kernel modules and a custom sbrk implementation in xv6 for Operating Systems.
- Basic reliable transport protocol, load balancer, and malware filtering proxy for Computer Networks.
- Second place winner of the Lucid Software Capture the Flag competition.