

Education

- 2016-2017 **Masters of Engineering in Computer Science**, *Cornell University*, Ithaca, NY.
- 2013-2016 **BS in Computer Science**, *Cornell University*, Ithaca, NY, *GPA: 3.82/4.0*.
Minor in Business, Dean's List all semesters, Tau Beta Pi Engineering Honor Society
- 2013 **High School Diploma**, *Thomas Jefferson High School for Science and Tech*, Alexandria, VA.

Relevant Coursework

Compilers/Practicum, Computer Vision, Analysis of Algorithms, Operating Systems, Functional Programming, Computer Graphics/Practicum, Embedded Systems, Data-Driven Web Applications

Work Experience

- Summer 2016 **Facebook**, *Software Engineering Intern*, Menlo Park, CA.
- Worked as a full-stack Engineer on the Web Profile team.
- Built a new feature to improve users' profile expression. Used PHP and React.JS.
- Summer 2015 **Epic**, *Software Development Intern*, Madison, WI.
- Created algorithm for assigning nurses to inpatients to maximize nurse satisfaction and quality of patient care.
- Designed a user-friendly interface and balanced the load between server and client procedure calls.
- Developed primarily in C# and Javascript, created design documentation and UI mockups.
- Summer 2014 **B-Line Medical, L.L.C.**, *Quality Assurance Intern*, Washington, D.C.
- Built an accounting database application using Node.JS, HTML, Javascript, and SQLite.
- Created automated tests for basic CRUD operations using Selenium web driver and Jasmine.
- Learned general software design principles like version control via Git and code documentation.

Leadership Experience

- 2015-Present **Association of Computer Science Undergraduates**, *Vice President*.
- The ACSU is the largest CS organization at Cornell with over 400 paid members.
- Scheduled and coordinated information sessions for over 20 tech companies a semester hosted on campus.
- Grew the officer pool from 6 to over 30 members. Reorganized club internal structure to accommodate new Officer recruitment and promotion.
- Managed regular club activities such as resume book, Faculty of the Year Award, and executive board meetings.
- Spearheaded club initiatives such as the Mentorship program and course selection office hours.
- 2015-Present **CS3110 Functional Programming Teaching Assistant**, *Cornell University*, Ithaca, NY.
- Led recitations on course material, held office hours, and graded programming assignments and exams.

Projects

- Tag! *Unity Game Engine - C#, Javascript*. First-person Virtual Reality Horror-Shooter game. Players shoot approaching zombies and aim a flashlight, created using Oculus Rift and Leap Motion at BrickHack.
- PokeMatch *Xcode - Swift*. iOS tile matching game. Player can clear two matching tiles if there exists a path with less than 3 turns between them, implemented with heuristic BFS algorithm.
- Xi Compiler *Java, JFlex, CUP*. Built a working compiler for a C-like language, Xi. Compiled down to x86-64 assembly. Implemented multiple optimizations at different levels like copy propagation, common subexpression elimination, and constant folding. Supports Linux and OSX. [Github Link](#).

Programming Skills

Java, Javascript, OCaml, PHP, Git, C#, Python, HTML/CSS, SQLite, Node.JS, iOS

Interests

Music, PC Gaming, Technology, Piano, Skateboarding