Education

California Polytechnic State University, San Luis Obispo

M.S. Computer Science, June 2024 (expected)

B.S. Computer Science, June 2023

Skills

Languages: Python, C, C++, TypeScript/

JavaScript, Java, SQL, R, HTML

Libraries: PyTorch, SciKit-Learn, Pandas,

NodeJS

Projects

LociBrain // Graduate Thesis (Machine Learning + Software Engineering)

Summer 2023 - Present

- Engineering scalable methods for simulating, interacting with, and evolving neural cellular automata based models.
- Creating collaborative thinking tools with interfaces between LLMs, artificial organisms, and humans.
- Building interactive visualizations in Python to enable real-time interaction with the model.

AccessibleMaps // Undergraduate Thesis (Backend Software Engineering)

Winter, Spring 2023

- Designed a custom API to support efficient route calculations based on sidewalk grade.
- Developed backend infrastructure to facilitate the web-based application.
- Integrated sidewalk grade analysis to ensure ADA-compliant accessible routes for a range of capabilities.

LociMaps // Undergraduate Research (Machine Learning + Software Engineering) Winter 2023 - Present

- Developed a <u>"pirate" map</u> allowing navigation and reasoning upon large knowledge bases via immersive interfaces.
- Surveyed and applied ML techniques for embeddings, dimensionality reduction, and label generation using LLMs for the organization of files and abstraction of topics semantically.
- Integrated concepts from cognitive neuroscience and affective computing to generate visualizations.

Quantifying Happiness // Undergraduate Research (Data Science)

Winter 2021

- Conducted an analysis on global happiness and its determinants based on The World Happiness Report.
- Employed statistical techniques including a variety of statistical tools and regressions to analyze and model the data.
- Built a predictive model using factors such as population, social infrastructure, and GDP—achieving an R-squared (R2) value of 0.7.

Experience

Cylerian LLC // Software Engineering Intern (Full Stack)

Summer 2022

- Architected and implemented a one-click marketplace plugin for Cylerian's security focused platform.
- Analyzed clients' Google Cloud projects' user and logging activity with interactive dashboards, reports, and graphs. Technologies: NodeJS, Google Cloud Platform, AWS, Terraform

Noyce School of Applied Computing // Data Analyst (Computer Vision)

Spring 2022

- Collaborated with a professor on a team to develop a CV model using PyTorch to assess wildfire damage from aerial imagery.
- Boosted model accuracy from 60% to 75%.

Technologies: PyTorch, QGIS, Bash

Noyce School of Applied Computing // Software Engineer, Team Manager

Winter 2022

- Headed a project team to structure and index national and California state search and rescue forms.
- Built a ReactJS platform to organize records and enable keyword searches.

Technologies: Pandas, ReactJS

Awards & Other Experience

Central Coast Data Science Fellowship: Fall 2022 - Spring 2023

• Implemented an LDA clustering method wrapper for R package 'tidymodels'. Led tutoring sessions for intro students.

NCAA D1 Cross Country and Track Athlete: 2019 - Present