

Education

- 2016–present **University of Pennsylvania, College of Arts and Sciences**, Philadelphia, PA.
Candidate for Bachelor of Arts in May 2020
- 2012–2016 **Stuyvesant High School**, New York, NY.
Graduated with Advanced NYS Regents Diploma – Cumulative GPA: 4.00

Work Experience

- 2016–present **Penn Labs**, Developer.
◦ Back-end developer working with the Penn Undergraduate Assembly to build software for the Penn student body
- 2016–present **Art of Problem Solving**, Grader/Teaching Assistant.
◦ Assisting instructors by grading student solutions to various olympiad math classes
- 2016–present **University of Pennsylvania Ren Biology Lab**, Research Assistant.
◦ Assisted in performing mouse genotypes under the supervision of Dr. Dejian Ren

Leadership & Volunteer Experience

- 2015–2016 **Stuyvesant HS Computer Science Dojo**, Leader/Sensei.
◦ Tutored students of Introduction to Computer Science and AP Computer Science in daily after-school sessions, helping with homework and test preparation
- 2014–2016 **Stuyvesant HS Speed Cubed**, President.
◦ Ran Stuyvesant HS's Rubik's Cube club to build speedcubing community
◦ Organized citywide competition for speedcubers to promote speedcubing in NYC
- 2013–2014 **North Shore LIJ/Northwell Health**, Volunteer.
◦ Prepared posters for weekly meetings and created lab checklists for the Department of Microbiology
◦ Assisted with escort and transport of patients to their proper locations

Other Experiences

- Summer 2015 **Stony Brook Biotechnology Research Camp**, Researcher.
◦ Learned about different biological lab techniques, and pursued an independent research project: *The Effects of Differing Visible Light in Photoreactivation in Saccharomyces Cerevisiae*
- 2011–present **World Cube Association**, Competitor.
◦ Volunteering and competing in various worldwide Rubik's Cube competitions in the Northeast region

Programming Projects

- 2014 **VirtCube**, Java Processing.
◦ Created a virtual Rubik's Cube built in Java Processing
- 2015 **Wrecking Ball**, Java Processing.
◦ Programmed a three-dimensional Brickbreaker game in Java Processing

Awards and Achievements

- Guinness World Record Holder for Square-1 Average (Rubik's Cube)
◦ USA Computing Olympiad Gold Division Qualifier

Computer Skills & Interests

Programming Languages: Python, Java, LaTeX, HTML/CSS, C

Applications: Microsoft Word/Excel/Powerpoint, Github, Java Processing, Python Flask, Jinja2, GIMP

Operating Systems: Windows, Ubuntu Linux

Interests: Speedcubing (Rubik's Cube), Music, Videography