

Experience

Software Engineer at Deutsche Bank

Jul 2022 to Present

- Rotation 1: C++ developer for Quantum, providing the software used by quant traders and high-frequency strategies utilizing colocated servers around the globe.
 - Implemented the low-latency transmission of security data on critical paths during trade execution.
 - Conducted interviews, resulting in the hiring of 2 new C++ developers.
- Rotation 2: Python developer for AI Advisor, operating similarly to a startup and developing AI/ML usecases for to increase revenue within the corporate bank.
 - Working on post-processing data from DR IPO prediction models.
 - Developing AIA-Core, a codebase shared across the team to provide consistent and reusable code.

QA Intern at Lucy AI

May 2021 to Aug 2021

Lead Intern at Holmes Center for Entrepreneurship

Oct 2019 to Aug 2021

Skills

Languages: C/C++, Python, Java, C#, JavaScript, HTML, CSS, Shell, OCaml, SQL, x86 Assembly

Technologies: Git, Windows, Linux

Other: Unity, Figma, Adobe Suite

Education

University of Minnesota Twin Cities

Sep 2018 to May 2022

Bachelor of Science in Computer Science

Minor in Interdisciplinary Design

GPA: 3.61

DIS Copenhagen

Aug 2021 to Dec 2021

Study abroad in Copenhagen, Denmark. Took a variety of interesting courses, including Game Development, Danish Design, and Counter-Terrorism and Intelligence Analysis.

Projects

- The Red Line - 3D game prototype written in C# using the Unity engine. 60+ downloads.
- Piecemeal - app concept to streamline process of donating to those in need; Forge Competition semifinalist.
- Algorithmic trading program - Written in Python using the Alpaca API.

Activities

Marching band/Drumline, Design U, Boxing Club, Chinese American Student Association, Church leadership