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EDUCATION Massachusetts Institute of Technology

> M. Eng. in Computer Science -5.0/5.0B.S. in Physics and Computer Science -4.7/5.0

EXPERIENCE

Generative Model for Stellar Spectra - Researcher, MIT

Mar '19 - present

• todo

Kensho – Part-Time Software Engineer

Spring '19

May 2020

June 2019

• Laid the foundation for estimating database query costs under Kensho's GraphQL compiler using database statistics

Project Invent - Winter Extern

Jan '19

- Worked at an early-stage non-profit to bring invention education to teachers and students across the country
- Contributed to program design, strategy meetings, and fundraising development

Bayesian Modeling of Supernovae - Researcher, Imperial College London

Summer '18

• Developed and tested a hierarchical Bayesian model for selection effects in supernovae lightcurves to better infer parameters about our universe

NuSTAR X-Ray Analysis of the Galactic Center – Researcher, MIT

Sep '17 - Jun '18

• Analyzed high energy spectra near the Galactic Center to characterize and constrain dark matter candidates with Python, Sherpa, and HEAsoft software

MIT Office of Open Learning - Data Science Researcher

Jun '17 – Jan '18

• Prepared a student feedback tool for instructors to experiment on how various feedback impacts student behavior with Flask and Google BigQuery

Indeed – Software Engineer Intern

Summer '16

• Created a predictive data-driven decision-making system to increase SEO acquisition for job result pages with Java, Hadoop, Pig Latin, and Git

Mathworks at Texas State University - Honors Summer Math Camp Counselor

Summer '15

- Counseled a group of four high school students in Combinatorics and Real Analysis
- Ran additional review sessions and assisted a Mathematica class
- Worked with 15 other counselors to maintain a nurturing camp environment

Mathworks at Texas State University – Research Assistant

Summer '14

• Characterized negativity in hypergraph structure to enhance our understanding of deficiencies in neural / social / magnetic networks

Projects

Educational Telescope with VR

Spring '18

• Building a real 10" f/5 Dobsonian telescope with additional sensors and a screen to emulate telescope usage for use on cloudy nights

Spring '16 Consensus

- Used the design process to lead a team of six in creating a live classroom tool that reduces confusion between students and teachers
- Interviewed teachers, then prototyped and tested several features before developing a simple webapp to track users, questions, and confusion in the classroom

Align Spring '16

• Constructed a device to detect bad posture and give haptic feedback with flex sensors and an Arduino in a team of six

Concrete Convolutional Neural Network Cryptosystem

Fall '16

• Replicated and extended Google Brain's paper Learning to Protect Communications with Adversarial Neural Cryptography with a team of three

• Built a 3D laser scanner to generate and display a point cloud from an object using an • Rendered and allowed interaction with the point cloud through VGA output Pvgmv ProSet Fall '15 • Created a live multiplayer version of the card game ProSet with NodeJS, socket.io, and **JQuery** Fall '14 LASA UIL Study Site • Developed a quizzing website to help novice CS students learn general programming principles Parsed PDFs of computer science tests to a question database using MongoDB, Javascript, NodeJS, Jade, and JQuery TEACHING MIT Undergraduate Mathematics for Computer Science - Graduate TA Sep '19 - May '20 Ran weekly office hours and interactive recitations on discrete mathematics MIT Spokes - Organizer & Participant Summer '19 • Biked across the country and taught STEM workshops at local schools / libraries with seven other MIT students Educational Studies Program - Admin Feb '16 - Jun '19 • Organized programs for middle/high schoolers to take classes from MIT students about anything from Surfboard Design to Quantum Mechanics to European Separatist Move-• Directed Splash (over 2000 students and 500 teachers) through managing a 40 person admin team • Taught classes on astronomy, statistical mechanics, algorithms, and more Feb '16 - Dec '17 Undergraduate Math Department - Peer Tutor • Tutored MIT undergraduates in single- and multi-variable calculus, differential equations, and linear algebra for 4 hours a week MIT Undergraduate Electricity & Magnetism - Undergraduate TA Spring '17 • Coached MIT undergraduates through physics problems for 5 hours a week AP Computer Science - TA Aug '13 - May '14 • Assisted AP Computer Science students during class by creating worksheets and helping students learn how to debug programs Scratch Camp - Cofounder Spring '13 Designed and ran a camp to stimulate computer science interest in Pearce Middle School students AWARDS Larry G. Benedict Leadership Award - MIT Awards Convocation Awardee Spring '19 Recognized for showing dedication for empowering my fellow students to develop as leaders 8th Int'l Olympiad on Astronomy and Astrophysics - Honorable Mention Aug '14 • Represented the USA in theory, observation, and data analysis exams over ten days in Romania SKILLS Hard: Python, Jupyter, Numpy, Pandas, Tensorflow, Git, Javascript, Node, Java, Linux Soft: Leadership, Data Science, Design Thinking, Rapid Prototyping Interests: Stargazing, Education, Soccer, Food

Fall '16

3D Scanner