

EDUCATION

The University of Texas at Austin *Austin, TX*

- Bachelor of Science in Computer Science
- GPA: 3.9

AUG 2015 - MAY 2019

TECHNICAL SKILLS

GENERAL: Proficient in Java, C, Python, Verilog and L^AT_EX
Familiar with Bash, Scala, C++, Lisp, x86_64, ppc64

WEB DEVELOPMENT: Proficient in JavaScript, HTML, CSS

DATA SCIENCE: Proficient in Python (Pandas, NumPy, SciPy)

PERSONAL PROJECTS

Conductor

◦ Used JavaScript and Leap Motion, a motion detecting hardware, to develop a web application reminiscent of Guitar Hero, except for directors of orchestras and classical music.

JAN 2016

gigAgent

◦ Created an web application using MeteorJS that provides a bidding platform and two-sided marketplace for venues/people and bands. Designed to help lesser known bands get gigs without an agent.

MAR 2016

Tomasulo Algorithm

◦ Implemented the Tomasulo Algorithm involving out-of-order execution, register renaming, parallelization and pipelining for a subset of PowerPC64 instructions in Verilog.

MAY 2016

EXPERIENCE

Intern at The University of Texas at Austin *Austin, TX*

◦ Built web applications using Processing for one of the university's computer science courses that explained fundamentals of computer science such as heuristics and regression.

JUN 2014 - AUG 2014

RELEVANT COURSEWORK

Data Structures

◦ Implemented graph algorithms: A*, Dijkstra's, Prim's

◦ Worked with MapReduce on an adaptation of Hadoop

AUG 2015 - DEC 2015

Computer Architecture

◦ Wrote an interpreter for a programming language with integers, conditionals, loops and functions in C

◦ Wrote a compiler for x86_64 and PowerPC64 assembly languages in C for the language mentioned above

◦ Wrote an emulator in C for the PowerPC64 assembly language

◦ Designed a microprocessor for a subset of PowerPC64 in Verilog

JAN 2016 - JUL 2016

Operating Systems

◦ Created a shell based on bash

◦ Implemented a priority scheduling algorithm for concurrent threads, a system call handler, virtual memory with demand paging, and a multilevel indexed file system for Pintos

AUG 2016 - DEC 2016

Programming for Correctness and Performance

◦ Wrote a micro kernel using vector intrinsics for a high performance matrix-matrix multiplication algorithm

AUG 2016 - DEC 2016