

Experience

Mandiant

Reston, VA

Secure Software Engineering Intern

May 2021 - Aug 2021

- Accelerated deployment of next-gen red team platform by delivering 2 server-client modules in Go which each serve as standalone network security validation tools leveraging REST principles
- Delivered Python automation tools for file analysis saving up to 6 hours weekly for malware and network analysts
- Attended international client-facing meetings, learning how to synthesize feedback into an Agile SDLC

Dell Technologies

Austin, TX

Software Engineering Intern

May 2020 - Aug 2020

- Generated a new feature extraction method which minimized around 90% of required training data, while maintaining f -score, by implementing surrogate modeling, similar to an approach later presented at ICML 2020
- Maximized model f -score to 0.98 by utilizing explainable AI frameworks for random forest, gradient boosted tree models, while delivering an easy-to-understand documentation repository

Texas A&M Computer Science

College Station, TX

Peer Teacher

Feb 2020 - May 2021

- Delivered interactive programming files which save PTs 1-3 hours per shift by covering common learning cases
- Contributed to edge-case coverage of a Discord student-queue, optimizing PT shifts by 1-2 students per session

Projects

MITRE eCTF (2021) *Design and deploy a secure networking platform which scales to 2^{16} devices with Docker, C, Rust, Python*

- Lead team to 2nd place among 20 nationwide teams while scoring special category points
- 3 month competition split into 2 phases, system design/deployment and red team focussed attack phase

Exability (2021) *Diet and exercise application for users with disabilities, allergies and other restrictions*

- Includes Spotify, weather, user profiles and recommender system for daily calories, exercises and recipes
- Deployed on AWS using HTML5/CSS, JavaScript, API Gateway, Lambda, DynamoDB and other third-party APIs

Bokehbox (2021) *Personal website for experimenting with modern design and deployment paradigms*

- React frontend which showcases photography and tech portfolio along with professional profiles

MindSplice (2019) *Multiplayer puzzle game where users must cooperate to solve challenges before facing off in a battle royale*

- 48 hour video game hackathon project in Unity Engine, delivered player scripting, level design and music

Datathon (2019) *Implementation of A* shortest path for Black Friday shopping, predicting oil-drilling failures with XGBoost*

- Top ten finish, succeeding at two challenges in 24-hour data science oriented hackathon

Education

Texas A&M University, College Station, Texas

May 2022

Bachelor of Science in Computer Science

3.70 GPA

- Cybersecurity Minor, Dean's Honor Roll, Machine Learning, Operating Systems, Network Security

Skills

Programming Languages: C++, Python, Go, Rust, C, SQL, NoSQL, JavaScript, Node.js, Bash

Tools and Technologies: Git, REST APIs, AWS, Docker, React.js, Node.js, HTML/CSS, XGBoost, OpenCV, TensorFlow, PyTorch

Activities and Experience: Google SDC, Facebook Datathon, Robomasters Robotics, Student Disability Services Volunteer