



OBJECTIVE

Eager aspiring computer scientist passionate about solving problems with technology. Interests in software development, machine learning, and computer graphics.

EDUCATION

PRINCETON UNIVERSITY
PRINCETON, NJ • MAY 2024
B.S.E in Computer Science
GPA: 3.94 / 4.00

PARSIPPANY HILLS HS
PARSIPPANY, NJ • JUNE 2020
Valedictorian

COURSEWORK

Algorithms and Data Structures *
Intro to Programming Systems
Reasoning About Computation
Intro to Data Science
Intro to Machine Learning ^
Adv. Programming Techniques
Computer Graphics
Computer System Design
Economics and Computing

* = Course Assistant
^ = Grader

SKILLS

Proficient in: Python, Java, C, SQL, Go, MATLAB, R, HTML/CSS, JavaScript, Firebase, Swift, Git

Experience with: React, Kotlin, HLSL, Bootstrap, Assembly

Fluent in: Mandarin

EXPERIENCE

LAIYE • SOFTWARE DEVELOPER INTERN • SUMMER 2022

- Developed Python scripts to automate an end-to-end process mining procedure from data extraction to updating dashboard visualizations (ETL)
- Programmed Lark bots to automatically produce business opportunity reports

TRUETOFORM • SOFTWARE INTERN • WINTER 2021 – 2022

- Developed improvements to alignment algorithm to produce more accurate 3D avatar models for apparel designers
- Added interactive controls to user dashboard interface using React

ES SYSTEMS, GREECE • SOFTWARE INTERN • SUMMER 2021

- Used motor vibration data to forecast manufacturing machinery failures
- Developed data analysis methods for extracting features in MATLAB

PROJECTS

GLIDER • PRINCETON UNIVERSITY • SPRING 2022

- Created an interactive infinite glider game with procedurally generated terrain
- Implemented terrain/biome generation, collision detection, and player controls

NOWW • PRINCETON UNIVERSITY • 2021 – 2022

- Published iOS app for inviting nearby friends to spontaneous meetups
- Developed backend to manage event and user data with Flask and Firebase

NJ GOVERNOR SCHOOL OF ENGINEERING & TECH • RUTGERS UNIVERSITY • 2019

- Developed system to assess handwashing procedure with computer vision
- Presented “A Vision-Based Hygiene Monitoring System: Applying Deep Learning to Evaluate Handwashing Procedure” at IEE MIT Research Conference

OTHER EXPERIENCE

PRINCETON COS COUNCIL • PRESIDENT • 2021 – PRESENT

- Led a team of 10 students and closely interacted with department coordinators
- Worked with professors to improve office hour experience
- Organized mentorship program and student-professor interaction events

REHACK PRINCETON • CO-DIRECTOR • 2020 – 2022

- Led 20 team members to organize annual hackathon with 100+ participants
- Collaborated with company leaders to arrange for sponsors and speakers

RESEARCH ASSISTANT • PROF. GIANLUCA VIOLANTE (PRINCETON) • 2021

- Web scraped data on soccer players, coaches, and teams in Europe's top leagues to analyze frictions in European labor markets
- Developed system for cross referencing data from different sites