



OBJECTIVE

I'm passionate about solving problems using technology, with interests in software development, machine learning, and computer graphics.

EDUCATION

PRINCETON UNIVERSITY PRINCETON, NJ • MAY 2024

B.S.E in Computer Science
GPA: 3.95 / 4.00
Shapiro Prize for Academic Excellence

PARSIPPANY HILLS HS PARSIPPANY, NJ • JUNE 2020

Valedictorian

COURSEWORK

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

* = TA ^ = Grader

SKILLS

Proficient in: Python, Java, GO,
JavaScript, R, C, SQL,
HTML/CSS, Swift

Experience with: React, Kotlin,
MATLAB, Assembly, Blender

EXPERIENCE

AMAZON WEB SERVICES • SOFTWARE DEV ENGINEER INTERN • SUMMER 2023

- Developed Java application for cross-platform artifact repository replication

LAIYE • SOFTWARE DEVELOPER INTERN • SUMMER 2022

- Automated an end-to-end (ETL) process mining procedure with Python scripts
- Programmed Lark bots to automatically produce business opportunity reports

TRUETOFORM • SOFTWARE ENGINEER INTERN • WINTER 2021 – 2022

- Improved alignment algorithm to produce more accurate 3D avatar models
- Added interactive controls to user dashboard interface using React

ES SYSTEMS, GREECE • SOFTWARE ENGINEER INTERN • SUMMER 2021

- Used motor vibration data to forecast manufacturing machine failures in MATLAB

PROJECTS

INDEPENDENT WORK • PRINCETON UNIVERSITY • FALL 2022

- Developed a web application for robust audio-visual speech transcription in noisy environments in near real time

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

HYGIENE MONITORING SYSTEM • RUTGERS UNIVERSITY • 2019

- Developed system to assess handwashing in real-time with AWS DeepLens

ACTIVITIES

PRINCETON COS COUNCIL • PRESIDENT • 2021 – 2023

- Led a team of 12 to organize workshops and social events for students
- Worked with professors to improve office hour and classroom experience

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 players, coaches, and teams in Europe's top soccer leagues to analyze frictions in European labor markets