

## EDUCATION

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### Massachusetts Institute of Technology (MIT)

M.Eng. in Electrical Engineering and Computer Science (2023)

B.S. in Electrical Engineering and Computer Science (2022)

B.S. in Mechanical Engineering and Quantum Information and Computation (2022)

GPA: 4.9/5.0

## SKILLS

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### Hardware & Circuits

FPGA Design, Hardware Simulation, PCB Design, Processor Design, Nanoelectronics, Embedded Systems, Signal Processing, Electromagnetism, Solid State Circuits, SPICE Simulation

### Software

Computational Photography, Computer Vision, Controls, Machine Learning, Security Research, Web Design

### Physics

Circuit QED, Quantum Simulation, Optics, Superconductivity, Semiconductor Physics, Quantum Systems Control, Quantum Measurement, Nanophotonics

### Mathematics

Linear Algebra, Group Theory, Complexity Theory, Information Theory, Calculus, Probability, Differential Equations

### Mechanical Skills

Mill, Lathe, 3D printing, Robotics, Thermodynamics, Fluid Dynamics

### Languages

**Software:** C, C++, Julia, Python, Swift, JavaScript, Ruby, Kotlin, MATLAB, Java, Objective-C, PHP, bash

**Hardware:** BlueSpec, Verilog, SystemVerilog

## EXPERIENCE

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### • Superconducting Devices Researcher

MIT Quantum Nanostructures and Nanofabrication

May 2022 - Now

Superconducting device design and fabrication. Worked on the application of theory to design better large-scale non-linear simulations of complex devices. Simulation and redesigning of various nanoelectronics - such as single photon detectors, imagers and time-to-digital converters. Developed new equipment and techniques for analyzing fabrication defects.

### • Electro-thermal Modelling of Superconducting Devices

MIT Quantum Nanostructures and Nanofabrication

May 2021 - May 2022

Developed mathematical methods and implemented an electro-thermal model in Python to efficiently simulate superconducting wires and superconducting nanowire single photon detector (SNSPDs).

### • QuantumClifford.jl GPU Kernel Developer

MIT Quantum Photonics Group

February 2022 - May 2022

Implementing fast GPU quantum stabilizer formalism simulations for a Julia quantum simulation package *QuantumClifford.jl*

### • Multiplexed control of spin quantum memories

MIT Quantum Photonics Group

Sept. 2020 - October 2021

Built tensorflow optimizers that generate optimal microwave control pulses for diamond-based quantum computers with a web tool to view simulation results. Developed models simulating arbitrary arrangements of color centers and waveguides. Implemented optimal control theory to find control pulses that increase the number of qubits we can control on a diamond-based quantum computer by 3 orders of magnitude. Published a paper.

## PROJECTS

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### • FPGA Depth Estimation using a Camera Array

Programmed an FPGA to estimate depth information from two camera feeds.

January 2022

### • Eclipse - glasses that modulate epileptic triggers

Developed and launched an alpha prototype with a team of product designers. I worked on sensing and modulation, user interaction, designing and performing EEG trials, coding in Microchip Studio and choosing PCB components.

Sept. - Dec. 2021

### • Non-Photorealistic Renderer

Developed a C++ project that processes images and converts them into detailed multi-layered paintings with the ability to interpolate and incorporate design styles from a reference image.

May 2020

### • Computer Vision and LIDAR Based Obstacle Avoidance

Programmed a self-driving car using ROS to race on a track while avoiding obstacles for MIT's Robotics Systems and Science. Leveraged image segmentation and classification to build the navigation space and path-find around obstacles. Implemented SLAM on LIDAR data with a team to assist navigation.

Feb. - May 2020