

EDUCATION

- **Cornell University** Ithaca, NY
B.Sc in Computer Science & Dyson Business Minor *Aug. 2016 – May 2020*
 - **Relevant Coursework:** Algorithms, Artificial Intelligence, Computer Networks, Computer Vision, Database Systems, Operating Systems, Data Structures & Functional Programming, Data-Driven Web Applications, Systems Programming, Object-Oriented Programming
 - **Business Coursework:** Investments, Business Simulation, Entrepreneurship for Engineers, Digital Business Strategy, Finance, Financial and Managerial Accounting, Microeconomics
 - **Teaching Assistant:** CS 4700 (Foundations of Artificial Intelligence)
 - **Awards:** Engineering Dean's List (SP18, FA18)

EXPERIENCE

- **Yext** New York, NY
Software Engineer — Platform *Aug 2020 - Present*
- **Yext** New York, NY
Software Engineering Intern — Pages *Summer 2019*
 - Worked on Yext Pages. Responsible for Page Sets, Modules, Knowledge Tags (schemas), and Widgets.
 - Implemented new RPC endpoints and message handlers for Self-Serve Pages and Sites Publishing services. Made QoL improvements to our internal UI, existing protobufs, and databases using Go, React, and Java.
 - Optimized Pages API infrastructure by triggering republishes on linked entities and batching updates by business. Caught and fixed an issue with non-determinism when publishing consumer pages.
 - Added telemetry to one of our core backend publishing services to visualize performance metrics for the status of HTTP responses, using PromQL to generate alerts in Prometheus.
 - Refactored and wrote unit tests for our Widgets, Consulting Pages, and Self-Serve Pages products. Mocked client-server endpoints for unit testing.
- **Lockheed Martin** Manassas, VA
Software Engineering Intern — Databases *Summer 2018*
 - Spearheaded and developed software for a submersible, threat detection system using digital signal processing methodologies in Java and MATLAB. Successfully ran the finished Arduino chassis and software through standardized environmental testing.
 - Debugged and resolved incident report (IR) tickets related to our existing Unix and Java codebase. Utilized Jenkins, Gerrit, and Git as our CI/CD pipeline.
 - Created Python and Bash scripts to automate the data retrieval, parsing, and visualization of LTO-6 tape drive throughput during performance testing.
 - Performed string and system integration tests for our proprietary surface ship databases.

SKILLS

- **Languages:** Golang, Java, Python, Javascript, PHP, OCaml (familiar), Swift (familiar)
- **Tools/Frameworks:** Git, SQL, React.js, d3.js, Bash, OpenCV, PyTorch, L^AT_EX
- **Organizations:** Poseidon Dragon Boat Team, Cornell Varsity Badminton

PROJECTS

- **Tetris AI:** Simulated Tetris gameplaying bot that uses genetic and greedy algorithms to clear 100+ lines. Front-end visualization implemented using Javascript.
- **Photobank:** Web application with a log-in feature for a photography/wallpaper gallery created with PHP, backed by a SQL database, and hosted on Heroku (<https://afternoon-earth-88636.herokuapp.com>).
- **UNO!:** Fully functional UNO game written in OCaml, playable against three in-game AIs. Modeled using reinforcement learning and a heuristic weight-setting algorithm, resulting in a high ($\approx 80\%$) CPU win rate.