

Education

- **University of California, Berkeley**

Computer Science B.A.

Statistics B.A.

Berkeley, CA

2015-2019 (Expected May Graduation)

- **GPA:** 4.0 Major/Technical
 - **Relevant Coursework:** Data Structures (A+), Machine Structures (A+), Algorithms (A+), Operating Systems (A+), Database Systems (A+), Computer Security (A+), Discrete Math and Probability Theory (A+), Concepts of Probability (A+), Computing with Data (A), Artificial Intelligence (A+), Machine Learning (A), Natural Language Processing (A+), Data Science (A+)
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Work Experience

- **Amazon (Lab126)**

May 2018-Aug 2018

Software Development Engineering Intern

- Designed and implemented new features for the upcoming FireOS tablet software release
- Fixed multiple critical customer facing issues on the Fire tablet to ensure a better customer experience
- Improved the existing codebases by refactoring buggy unclear code into functionally correct clean code

- **WePay**

May 2017-Aug 2017

Software Engineering Intern

- Developed a code generation tool to generate customizable SDKs for the WePay API in multiple languages
- Saved WePay engineers time and resources by automatically generating SDKs on API version changes
- Collaborated with the API team to design a user-friendly SDK that partner developers use

- **Teaching Assistant for Operating Systems (CS162)**

Aug 2018-Present

Research Experience

- **Berkeley Institute for Data Science**

Feb 2017-May 2017

Data Science for Social Good Projects Team

- Worked with a team to develop a recommendation system to match research grants to Berkeley faculty
 - Designed a web app for the Berkeley Research Development Office to use to search for accurate matches
 - Set up a pipeline to scrape, preprocess, and store grant website data to use for our recommendations
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Projects

- **NBA Daily Fantasy Sports Prediction Model**

Feb 2016-Present

- Cleaned and analyzed player statistics after using web scraping techniques to collect data
- Trained and ensembled XGBoost models using thousands of rows of data to predict a player's score
- Applied a variation of the Knapsack Problem solution to optimize the best lineups for each day
- Designed a dashboard using Flask to collect NBA news and injury reports to make informed decisions

- **Highlight Tool: Google Docs Add-on (370,000+ users)**

May 2015-Dec 2017

- Developed an add-on to help students and educators organize and highlight their Google Docs
 - Interacted with users and their feedback to enhance and add additional features to the add-on
 - Collaborated with the Director of Technology in Education at Berkeley to improve the add-on
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Class Competitions

- **NP Hard Approximation Competition (1st Place)**

CS170 (Efficient Algorithms and Intractable Problems)

- Approximated the Independent Knapsack problem using greedy and hill climbing algorithms
 - Designed the algorithm that produced the most optimal and correct results out of a class of 600 students
 - Presented and explained the various algorithms and thought processes in my solution to the class
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Skills

Proficient Languages: Java, Python, Javascript, SQL, R, Google Apps Script

Experience with: HTML, CSS, C

Tools: Spark, d3.js, Flask, Django, OpenMP