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**Current Address:**  
1800 Jefferson Park Ave., Apt  
14, Charlottesville VA

**EDUCATION**

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**University of Virginia**, Charlottesville, VA  
**B.S. Biomedical Engineering**  
GPA: 3.6

*August 2020 - May 2024*

**EXPERIENCE**

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**Elder Research Inc.**, Charlottesville, VA

*Data Science and Software Engineer Intern*

*May 2023 - August 2023*

- Formulated custom ontologies using CMU Insider Threat Dataset for intricate knowledge graph construction. Seamlessly integrated these ontologies into JanusGraph and Neo4j, enabling effective data representation and exploration.
- Worked in an 8-member team to conceive, develop, and deploy an advanced chatbot using GPT-4 API for natural language processing, Neo4j for the graph database, Langchain for integration, and Streamlit for an intuitive UI, enabling seamless interactions with the graph database.
- Engineered a robust codebase to preprocess and import structured tabular data into an expansive graph database housing over 2,000,000 intricate node-edge associations using Gremlin, Python, Graphson, and PostgreSQL.
- Generated intricate visual representations of knowledge graphs through the utilization of NetworkX, delineating entity interconnections and traversal pathways.

**Sequoia Neurovitality LLC**, Charlottesville, VA

*Capstone Intern*

*September 2023 - Present*

- Designed a cutting-edge headband device aimed at detecting slow-wave sleep activity, offering a novel approach to Alzheimer's Disease therapy by emitting pink noise.
- Utilized CAD to craft the form factor of the device, ensuring optimal functionality, aesthetics, and comfort in the development of the headband.
- Developed codebases for both an interactive app facilitating user feedback with the device and a sophisticated system for sleep staging, specializing in the identification of slow-wave sleep.

**University of Virginia**, Charlottesville VA

*School of Engineering Tutor*

*September 2021 - Present*

- Participated in tailored one-on-one mentorship sessions with over 30 peers, cultivating the enhancement of their problem-solving skills and propelling their success in both Calculus 1 and Biomechanics disciplines.

**UVA IM Recreation**, Charlottesville VA

*Tennis Instructor*

*February 2022 - Present*

- Delivered comprehensive group tennis instruction catering to individuals of diverse age groups and skill levels, spanning from novice to advanced, in the capacity of an intramural tennis instructor.

**ACADEMIC PROJECTS**

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**Linear Peristaltic Infusion Pump- BME Design and Discovery**, UVA

*August 2021 - December 2021*

- Applied an array of acquired skills encompassing CAD design, 3D printing, Arduino programming, and soldering techniques, cultivated over the course of the semester, to development an operational linear infusion pump.

**Gamebox Original Game- Intro to Computer Science**, UVA

*February 2021 - May 2021*

- Leveraged proficient programming acumen in Python, acquired over the duration of the semester, to develop an innovative gaming application.

**SKILLS**

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- Computer skills: Python, R, JanusGraph, SQL, MATLAB, NetworkX, AWS SageMaker, Excel, Autodesk Fusion 360, ImageJ, Neo4j, Streamlit, Langchain