

## EXPERIENCE

### Doordash

Software Engineering Intern *Summer 2019*

- Directly worked and collaborated with the Logistics Machine Learning (ML) to tackle various technical optimizations, bugs, and consumer-facing features
- Designed and developed multiple ML models to predict delivery times and supply-and-demand healthiness to determine various app actions
- Improved user conversion by 0.15%, generating an extra \$10,000+ per day

### Bloomberg L.P.

Software Engineering Intern *Summer 2018*

- Designed, developed, and automated a machine learning pipeline in order to quickly and accurately calculate prices for complex financial instruments
- Worked and collaborated with the Multi-Asset Risk System team in order to properly integrate my contributions into the existing system

### USC Department of Computer Science

Course Producer *Fall 2017, Spring 2018*

- Teaching assistant for CSCI 103: Introduction to Programming
- Mentored students on fundamental programming concepts (functions, data structures, object oriented programming)

### Fae Interactive

Software Engineering Intern *Summer 2017*

- Designed, developed, and tested responsive iOS UIs using Swift and Xcode
- Worked and collaborated on the Fae Map's app's location-based services

## PERSONAL PROJECTS

### Tommy Bot (<https://www.facebook.com/usctommybot/>)

Co-founder and Lead Developer *September 2016 - January 2019*

- A chatbot on Facebook Messenger that answers hundreds of students questions about USC daily, with 55,000 total queries answered
- Manage, design, and develop all core aspects of the technology: application architecture, information aggregation, natural language processing and more

### Duelr ([duelr.herokuapp.com](http://duelr.herokuapp.com))

Developer *January 2016*

- With a hackathon team at PennApps XIII, created a 3D multiplayer game that transforms players' phones into virtual swords, winning the Plaid Prize award
- Created front-end project components: 3D rendering, interactions, and connections using HTML, CSS, and Javascript

## LEADERSHIP

### Lavalab ([usclavalab.org](http://usclavalab.org))

Director of Development *May 2017 - May 2018*

- Assisted development of a comprehensive product building curriculum, with a focus on the developmental aspects for USC's premier product incubator
- Hosted internal and external workshops on product development skills
- Created, maintained, and updated the website and additional software

## EDUCATION

### University of Southern California

M.S and B.S Computer Science  
3.51 GPA, Graduating Dec 2020

## SKILLS

### Languages

Python, Swift, C++, HTML, CSS, Javascript, R

### Frameworks & Tools

React, EJS, Node.js, jQuery, SQL, MongoDB, Heroku, Digital Ocean, AWS, Git

### Software

Photoshop, Illustrator, InDesign, Lightroom, Premiere (Adobe)

## AWARDS

### Kleiner Perkins Engineering Fellow (2019)

Top 2% out of 5,000+ engineering applicants selected to join a KP portfolio startup and receive mentorship from industry leaders

### USC Iovine and Young Innovation Prize (2017)

Received \$10,000 for Tommy Bot for ideation and execution

### USC Dean's List Scholar (Spring 2017, Fall 2017, Spring 2018)

### PennApps XIII Plaid Prize Award (2016)

Innovative Design for Duelr

## INTERESTS

Entrepreneurship  
Computer Security  
Data Analytics  
Hip-Hop Dance (Chaotic 3)  
Photography, Videography  
Swimming, Water Polo