

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)

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)

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 Class of 2020

B.S Computer Science,
3.51 GPA

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 men-
torship 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