

EXPERIENCE

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

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 to provide more seamless and easy-to-use user experience

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)

Memorial Sloan Kettering Cancer Center

Research Intern *Summers 2014, 2015*

- Automated visualization of data sets using R, serving 30+ lab researchers
- Conducted independent research on Acute Myeloid Leukemia, assessed the disease's dependency on specific proteins

PERSONAL PROJECTS

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

Co-founder and Lead Developer *September 2016 - Present*

- 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,
Philosophy Minor, 3.57 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

USC Iovine and Young Innovation Prize (2017)

\$10,000 for Tommy Bot

USC Dean's List Scholar

(Spring 2017, Fall 2017,
Spring 2018)

PennApps XIII Plaid Prize Award (2016)

Innovative Design for Duelr

LocalHackDayNY Best Overall Hack (2015)

TigerHacks 2nd Place Award (2015)

INTERESTS

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