EDUCATION

University of British Columbia – B. Sc. (Computer Science) GPA: 3.95/4.0 (In-major) **Awards/Honors:** Dean's Honor List (2016, 2019), NSERC Undergraduate Student Research Award (2020)

TECHNICAL SKILLS

Languages: Go, Python, Java, C/C++, PyTorch, SQL, Scala, Julia, HTML/CSS, Typescript/Javascript, React *Technologies*: Kubernetes, Docker, Amazon Web Services, Node.js, OpenGL, Bash (*Testing*: GDB, JUnit, Jasmine)

EXPERIENCE

Software Engineer Intern at Slack, San Francisco, USA

June - Aug 2019

 Developed and deployed a Docker & Kubernetes tool as part of Slack's monitoring systems that generates and visualizes traces of RPC calls across distributed systems, consuming ~9M log events per day

Software Engineer Intern at Tableau, Vancouver, Canada

May – Aug 2018

- Developed and deployed features & bug fixes for our gated check-in system, CI/CD pipelines, and built
 internal tools to manage branch health and closures, and managed AWS resources
- Optimized monitoring of TeamCity builds and tests by modifying request handling, reducing runtime from 20+ minutes to less than 5 min.

Undergraduate Research Assistant at the University of British Columbia

May 2020 - Aug 2021

- Worked on LEAP, a large-scale federated and privacy preserving evaluation & analysis platform. LEAP
 allows researchers to ask questions about distributed medical data with robust privacy guarantees.
- Implemented a variational autoencoder neural net synthetic data generator with differential privacy for medical data and benchmarked performance against other deep learning methods

Computer Science Teaching Assistant at UBC

May 2017 – May 2020, Jan – Apr 2021

• Held office hours, ran labs, & did marking for upper year courses on computer vision, operating systems & file systems, and an introductory level course on models of computation & logic

TECHNICAL PROJECTS

EyeWriter (cmd-f Hackathon 2020)

Mar 2020

 Built an eye-movement controlled keyboard for full body paralysis & stroke patients using a Haar Cascade classifier to detect and process iris/pupil movement from live webcam feed

HIPHOP: Handy Image Processing for Highly Over-Caffeinated Programmers

Oct - Dec 2019

 Developed a high-level programming language (DSL) with high learnability and accessibility for novice users and non-programmers to build high efficiency image processing pipelines

TECHNICAL EXTRACURRICULAR ACTIVITIES

UBC Young Women for STEM

Sept 2018 - Apr 2019

 Developed and presented computer science and STEM related activities and workshops to high schools in Metro Vancouver to inspire young people, especially girls, to pursue careers in STEM fields

Code The Change UBC

Sept 2017 - March 2018

 Developed free, open-source software for small non-profit organizations, worked on a real-time chat app for UBC's Sexual Assault Support Center using JavaScript, Node.js, React, SQL, HTML/CSS, and Twilio API