

Education

Texas A&M University — College Station, TX

Master of Science — Computer Science | GPA: 3.9 Jan 2025 — May 2026

Bachelor of Science — Computer Science | GPA: 4.0 Aug 2021 — Dec 2024

Selected Coursework: Operating Systems, Computer Networking, Parallel Algorithms, Software Engineering, Machine Learning, Deep Learning

Work Experience

•High Performance Computing (HPC) Software Engineer

May 2023 – Present

Texas A&M University High Performance Research Computing

College Station, TX

- Benchmarked multi-core FFT and sparse matrix multiplication (**FFTW**, **oneMKL**) in C++ on Intel Optane configured as swap; analyzed performance tradeoffs for memory-bound HPC workloads
- Migrated Fermilab FPGA software simulation workflows from Kubernetes to Slurm, improving reproducibility and reducing researcher setup overhead
- Built an Open OnDemand interactive app for distributed local LLM inference across multi-node jobs using Python (4 Intel GPU Max 1100s per node)
- Shipped an Open OnDemand app to automate ML pipelines with **AutoGluon** on Slurm; standardized job specifications and reduced experiment setup time
- Automated ticketing workflows by integrating Slack with the Slack API; built a CLI workflow engine enabling ticket state changes without code changes
- Resolved HPC support tickets across software troubleshooting, job scheduling, and environment configuration on RHEL 8 systems

•iOS Developer

May 2023 – Present

AKW Ventures

College Station, TX

- Built and maintained backend systems for “College Football: Rapid Roster” iOS app (Swift, JavaScript, CloudKit JS)
- Scaled the app to thousands of active users and \$2,500 monthly recurring revenue
- Developed a full-stack sports betting analytics platform that detects arbitrage, +EV, and middles opportunities
- Designed cloud deployment on AWS (Lambda, SQS, RDS/Postgres, ECS/Fargate, ECR) with Docker + GitHub Actions CI/CD
- Implemented a C++ datafeed pipeline, a Go REST API backend, and a SwiftUI frontend

•Software Engineer Intern

May 2024 – Aug 2024

The Coca-Cola Company

Atlanta, GA

- Built a Vue.js + Flask web app for segmenting and analyzing 8,861 retail outlets using Python and Pandas
- Developed a promotion recommendation algorithm generating 124,054 outlet-relevant promotions to confirm targeting and reduce manual analysis
- Delivered an end-to-end analytics workflow that improved speed and consistency of sales planning decisions

Projects

•Temporal Frequency Analysis on CPU, GPU, FPGA

August 2024 - December 2024

Texas A&M University capstone project done in collaboration with Sandia National Labs

- Optimized an existing temporal frequency analysis algorithm for CPU, GPU, and FPGA architectures
- Won 3rd place in the Texas A&M Engineering Project Showcase Fall 2024
- GPU implementation achieved 125x throughput improvement over the original FPGA implementation; improved FPGA throughput by 4.23x
- Used C++, Vitis HLS, CUDA, OpenMP, JavaScript, Express.js, React.js

•Push Battle AI

February 2024

Texas A&M Datathon

- Developed a minimax implementation for the push battle board game, and used distributed computing (MPI) to create a massive database of opening moves
- Won 2nd place out of 600 competitors

Technical Skills

Languages: C++, Python, Go, Java, Bash, Swift (SwiftUI), JavaScript, Scheme

HPC / Systems: MPI (OpenMPI), OpenMP, CUDA, Slurm, YGM, FFTW, oneMKL, Vitis HLS, Linux (RHEL 8), Unix

Machine Learning / AI: PyTorch, TensorFlow, Pandas, AutoGluon, LLM Inference, Prompt Engineering

Web / Backend: Flask, FastAPI, Vue.js, React.js, Express.js, REST APIs, CloudKit JS, Ruby on Rails

Cloud / DevOps: AWS (Lambda, SQS, RDS/Postgres, ECS, Fargate, ECR), Docker, Singularity, GitHub Actions, CI/CD

Databases: PostgreSQL, DynamoDB, MongoDB

Tools: Git, GitHub, Vim, GoogleTest

Methodologies: Object-Oriented Programming (OOP), Functional Programming, Test-Driven Development (TDD), Agile