I have had a research internship at the North Carolina State University Department of Statistics under Professor Brian Reich and Professor Eric Laber since February 2017. I am actively involved in the research process, assisting a project to improve NFL play-calling using the video game Madden, and I completed an individual project to predict features of a home based on a fungal swab of the house. I presented a research poster at the 2017 State of North Carolina Undergraduate Research and Creativity Symposium titled “Inferring Home Features from Indoor and Outdoor Microbial Fungi”. You can download a pdf of the poster here. I used both R and Python to analyze and develop models of data; I am also fluent in C++.

I have had a research internship at the North Carolina State University Department of Statistics under Professor Brian Reich and Professor Eric Laber since February 2017. I have been actively involved in the research process since the very beginning. My first project was an individual project with guidance from Dr. Neal Grantham, a graduate student at the time. I created a model using the coding language R to predict features of a home based on a fungal swap of the house. I presented my findings in a research poster at the 2017 State of North Carolina Undergraduate Research and Creativity Symposium titled “Inferring Home Features from Indoor and Outdoor Microbial Fungi”, which you can download a PDF of here.

After completing the fungi project, I briefly worked with Benjamin Hu on a project to improve the accuracy of Zillow’s home pricing estimator. Currently, I am working with Nick Kapur and James Gilman to improve NFL play-calling using the video game Madden. We simulate American-football games on a gaming console, collecting vast amounts of data, and use Python to develop a model that will call the plays.