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Summary_

I'm a master's student in Computer Science at Stanford using artificial intelligence in human-centered applications. My outputs include published research, an impactful web application at Amazon, and a hackathon-winning smart glove. In my free time, I enjoy extending Emacs, experimenting in my digital laboratory, and playing with my cats. I am looking for machine learning engineer, research scientist, or data scientist roles.

Education

Stanford University Stanford, CA

M.S. IN COMPUTER SCIENCE (AI) GPA: 3.89/4.00

Jan. 2021 - Jun. 2022 (expected)

Sep. 2017 - Jun. 2021

Relevant Coursework: Deep Generative Models, Computer Networking, Reinforcement Learning (planned)

Stanford University Stanford, CA

B.S. IN SYMBOLIC SYSTEMS (AI) GPA: 3.82/4.00

· Relevant Coursework: Computer Vision, Natural Language Processing, Probabilistic Programming

Research Experience _____

Stanford HCI Group Stanford, CA

RESEARCH ASSISTANT Mar. 2021 - present

- Developing generative AI models + user interface whereby end-users can teach a model to generate high-level perceptual qualities.
- Using causal representation learning to enable the model to robustly learn from non-i.i.d. data.

Stanford Vision Lab Stanford, CA

RESEARCH ASSISTANT

RESEARCH ASSISTANT

Jan. 2020 - Aug. 2021

- Developed multimodal machine learning models combining audio, video, and text to detect depression/anxiety from patient interviews.
- Used techniques such as data augmentation, balanced sampling, and focal loss to combat small dataset size / class imbalance.

Stanford Language and Cognition Lab

Stanford CA

Oct. 2018 - Jun. 2020

· Used human face and pose estimation algorithms to examine longitudinal trends in infants' visual scenes.

Work accepted and was presented at Conference of the Cognitive Science Society 2020.

Work Experience _____

Amazon Fire TV Gahanna, OH (virtual)

SOFTWARE DEVELOPMENT INTERN

Jun. 2020 - Sep. 2020

- · Developed a web portal using React/Node/Typescript that now serves as a hub for onboarding partners such as Hulu and Youtube TV.
- Worked closely with engineers and manager to design intuitive, user-friendly workflows for data entry and verification.

Programming Abstractions (TA)

Stanford, CA

SECTION LEADER

Jan. 2019 - present

- Selective TA position, taught weekly discussion section and office hours for 3+ quarters of CS 106B: Programming Abstractions.
- · Worked with sectionees on whiteboard and computers to create elegant, efficient solutions to data structures and recursion problems.

Projects

Interactive Timbre Exploration

 $link \rightarrow$

- · Using variational autoencoders (VAEs) to interactively vary the musical timbre (tone) of an note, e.g. from a piano to a cello.
- · Neural network written and trained in PyTorch on a GPU-enabled machine. Website built using Typescript / Next.js.

Smart Glove link →

- Raspberry Pi-powered smart glove to control IoT devices. Won hardware prize in Interhackt hackathon.
- Makes use of Spotify, FB Messenger, Philips Hue APIs in Python, soldering / GPIO pins to assemble glove.

Skills

Expert: Python, PyTorch, Proficient: TypeScript, React.js, Node.js, C/C++, Some experience: Neo4j, WebPPL, Lisp, Bash, Java