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EDUCATION

University of California, Berkeley 2015-2019
B.S. Electrical Engineering and Computer Science, Minor Mathematics GPA: 3.65

Basics: Structures/Interpretations of Programs, Data Structures, Computer Architecture, Discrete Math/Probability
Applications: Algorithms, Computational Photography, Signals and Systems, Machine Learning, Security, Linear Algebra, Optimization, Principles and Techniques of Data Science, Computer Graphics, Artificial Intelligence

University of California, Los Angeles 2019-2021
M.S. in **Computer Science** GPA: N/A

WORK EXPERIENCE

Google Summer 2019
Software Engineer Intern
- Worked in Youtube's Edge Streaming Performance Team to improve streaming quality to viewers
- Designed and implemented in C++ metrics that monitored cache health of Youtube's streaming servers
- Aggregated metrics from one instance to global and visualized them on console to see overall health
- Launched live traffic experiments to improve playback latencies by incorporating a blackbox parameter optimization service

Google Summer 2018
Software Engineer Intern
- Worked in the DoubleClick Dynamic Ad Insertion Team to stitch individual ads into user's HLS Streams
- Helped develop and extend a Golang analysis tool that provides an API to give publishers feedback on their HLS Streams
- Parsed video files and validated key properties to ensure that video files were packaged and transmuxed correctly
- Added the ability to specify a subset of tests to run in preparation for open sourcing the analysis tool
- Integrated this library into an existing web service that analyzes publisher's stream health and deployed it to production
- Surfaced necessary ad metadata to publishers through three different libraries to access with the DFP UI
- Designed and implemented a method for publishers to specify how far back in the past we should decision ad breaks

ICSI (International Computer Science Institute), UC Berkeley 01/17 – 01/19
URAP (Undergraduate Research Apprentice Program) Research Assistant
- Participated in the Multimedia Group under Professor Gerald Friedland
- Utilized Tensorflow and SOM (Self-Organized Maps) to create a multigenre music recommendation system
- Competed in the AcousticBrainz Genre Task 2017, a multilabel genre classification challenge, using ensemble learning and sci-kit libraries
- Developed a music video recommendation system based on Siamese and Triplet DNN's in PyTorch with Youtube 8M Dataset

AWARDS AND HONORS

- Dean's List, Fall 2017
- Berkeley Undergraduate Scholarship, 2015-2019
- Rose Hill Foundation Science & Engineering Scholarship, 2018-2019
- Frank Schwabacher Scholarship, 2018-2019

TECHNICAL SKILLS

Programming Languages - Java (Advanced), HTML&CSS (Advanced), Python (Advanced), Golang (Advanced), C++ (advanced), SQL (Intermediate), C (Intermediate), Swift (Intermediate), Spark (Intermediate)