

## Education

### Cornell University B.S. Computer Science

Concentration: Game Theory  
Ithaca, NY  
Grad. May 2020 | GPA: 3.57

Full ride, College of Engineering. Took two semesters off (Fall 2018, Fall 2019) to intern through the co-op program.

### Dulaney High School

Grad. May 2016  
Baltimore, MD  
National AP Scholar

## Coursework

### Econ

Game Theory  
Global Business Strategy (MBA)  
Military Innovation in World Politics  
Risk Mgmt. in Emerging Markets (MBA)  
Strategic Thinking

### Computer Science

Algorithms  
Artificial Intelligence (Grad.)  
Data-Driven Web Applications  
Functional Programming  
Networks  
Networks 2 (Market Design)  
Operating Systems  
Software Engineering

### Math

Differential Equations  
Linear Algebra  
Multivariable Calculus  
Probability Theory

## Interests

Chipotle  
Cycling  
Chess (1900+ in blitz on lichess.org)  
Domestic Travel: Been to 34 states in the past 4 years, with a focus on hiking + national parks

## Work

### Software Engineer | Instagram (Shopping, Seller Activation)

June 2020 - Present

Software engineer on team that owns Seller onboarding + growth for Instagram Shopping. Building supply side of IG Shopping from 0 -> 1.

Selected projects I built:

- Built infrastructure for determining if sellers are actually located in State Department-sanctioned countries (Iran, Cuba etc) + removing already onboarded violators. New system has prevented 1 mil+ false positives from onboarding since launch.
- Redesigned international market gating to be more scalable. Previous system was binary and implemented across two codebases (FB/IG)- new version is migrated to FB and allows incremental rollout in markets. Was engineering POC for launching Instagram Shopping to 35 new countries in 2020 using this new system.
- Built backend system for allowing sellers to apply with a second website. Unblocked sellers using Shopify who originally onboarded using myshop.shopify.com and are migrating to myactualurl.com.
- Migrated critical IG-only logic to be in sync with overall FB-wide commerce systems- rewrote logic for computing seller eligibility, onboarding state, etc.

### Software Engineering Intern | Facebook (Recruiting Metrics)

Fall 2019

### APM Intern | American Express (Digital Labs)

Summer 2019

Only non-MBA intern in Digital Labs, Amex's internal product group focused on digital payments. Worked on two specific projects:

Developed initial metrics reporting infrastructure for a confidential product launching in 2020. Worked with a data science team to compute select top of line metrics. Reported current pilot progress and adoption to VP+ executives.

Jumpstarted MVP development of a recurring purchases manager for the Amex web interface. Led engineering (scoped out existing API work on a similar project) and design efforts, and ran user research sessions with both internal testers and external volunteers. The MVP is now under general development by a separate team within the company.

### Software Engineering Intern | Yelp (Yelp Connect)

Fall 2018

### Software Engineering Intern | Facebook (Recruiting Evaluate)

Summer 2018

### Software Engineering Intern | Sabre (Commercial Analytics)

Summer 2017

## School

### Executive Director | BigRed//Hacks

2016 - 2019

Led 20 student organizers across 5 teams to run Cornell's flagship MLH hackathon in 2018. Prev, as Sponsorship Director, I drove \$85k in sponsorship revenue in 2017, which allowed our event to run at a profit. Negotiated contracts with over 25 corporate sponsors.

### Tour Guide | Cornell Engineering

2017 - 2020

During college, I led tours for potential new students and their parents as an official student ambassador of the College of Engineering. Got pretty good at walking and talking backwards!