

## Education

**University of California, Berkeley** — B.A., Computer Science; Minor in Music  
GPA: 3.7/4.0

*Expected December 2019*

- *Relevant Coursework:*

Principles & Techniques of Data Science

Computer Security

Efficient Algorithms & Intractable Problems

Introduction to Database Systems

Introduction to Artificial Intelligence

Introduction to Machine Learning

Introduction to Communication Networks

Probability & Random Processes

**Armijo High School (Fairfield, CA)**

*Graduated June 2016*

GPA: 4.0/4.0; SAT: 2330/2400; Class Rank: 1/559 (Valedictorian)

- *Activities:*

Math Club, Science Club, Academic Decathlon, National Honor Society, Wind Ensemble, Varsity Tennis

- International Baccalaureate Diploma Recipient

## Experience

**Passport Capital** — Product Development Intern

*October — December 2018*

- Built and deployed APIs for sentiment analysis of social media posts from cryptocurrency exchanges using Node.js, TensorFlow, and AWS under the supervision of Joe McCann.
- Composed reports on selected topics in cryptoeconomics for potential investors under the supervision of Jon Kol.

**Video and Image Processing Lab, UC Berkeley** — Undergraduate Researcher

*June — August 2018*

- Built neural networks for the unsupervised learning of depth from monocular video under the supervision of Professor Avideh Zakhor.

**Ubiquitous Swarm Lab, UC Berkeley** — Undergraduate Researcher

*June — August 2017*

- Developed virtual reality environments simulating robot swarms in Unity for user studies examining human-swarm interactions under the supervision of Professor Kristofer Pister.
- Implemented flocking algorithms, Oculus Rift hardware integration, motion tracking, and data collection with scripting using C#.

## Activities

**BERKE1337** — VP of Resources

*March 2018 — Present*

- Organized CTF contests, socials, and student workshops on the fundamentals of hacking and cybersecurity.
- Composed homework and organized guest speaker events for the Titans of Cybersecurity DeCal, a student-run course at UC Berkeley designed to teach tools and techniques for malware research and detection.

**Virtual Reality at Berkeley** — Unity Developer, ISAACS

*September 2017 — Present*

- Implemented Oculus Rift hardware integration and panoramic video streaming in Unity with scripting using C# as part of the Immersive Semi-Autonomous Aerial Command System (ISAACS) team.

## Honors

**National Merit Scholarship**, National Merit Scholarship Corporation

*March 2016*

- Awarded annually to about 2,500 high-achieving high school seniors.

## Skills

Python, Java, C, C#, HTML/CSS, JavaScript (jQuery, React), SQL, R, VBA, Linux, Unity, Git,  $\LaTeX$