

EXPERIENCE	Recurse Center - Participant	2023-present
	<ul style="list-style-type: none">– <u>rhythmonics</u>: interactive GUI visualizing the relationship between polyrhythms and harmony<ul style="list-style-type: none">– Written in Python using the pygame library, sound design from scratch– Designed, coded, and documented from scratch to be graphically intuitive, aesthetically pretty, and educational– <u>waveformr</u> (in progress): playground to shape soundwaves in time domain or frequency domain<ul style="list-style-type: none">– Written in JavaScript with the p5.js library, using the WebAudio and WebMIDI APIs– Can draw arbitrary waveform in time domain or frequency domain to loop at arbitrary pitches (controllable by MIDI or arrow keys)– In progress: building a GUI around the canvas with the React framework to offer controls and ability to import/export waveforms via drag-and-drop– Organized workshops on developer tooling, music software, and Accessibility, gave theory talks on the Fourier transform, and did a learning deep dive into CSS, git, and lightweight databases with Node.js and SQLite– Continuing my tenure here by focusing on building apps with the React framework and finishing in-progress projects	
ACADEMIC EXPERIENCE	PostDoc Radboud University, ERC-funded <u>COHUBICOL</u> Project	2020-2021
	<ul style="list-style-type: none">– Collaborated with Lawyers and Legal Philosophers to account for Machine Learning’s effect on legal outcomes, legal decision-making, and on the Rule of Law– Served a translational role, explicating how Machine Learning operates and co-creating vocabularies at the intersection of Law and CS	
	PhD UC Berkeley, <i>Computer Science</i>	2014-2020
	<ul style="list-style-type: none">– Published <u>novel results</u> for Learning Algorithms, Cryptography, and Pseudorandomness in premiere conferences, where I also organized workshops and presented– Spent semesters researching at CUHK, MIT, Stanford, UCSD, etc., collaborating with professors and students, presenting my work, and publishing results	
	BA CSU Sacramento, <i>Math & Computer Science, minor in Statistics</i>	2009-2014
	<ul style="list-style-type: none">– Coursework primarily in Java with Systems in C. Experience with in R, Scheme, Octave, and Prolog.– Graduated with Highest Honors, Commencement Speaker	
TEACHING AND OUTREACH	<u>Extensive</u> teaching and outreach, ranging from teaching graduate Cryptography and upper division Ethics in Engineering at UC Berkeley, to outreach for high school students teaching, e.g., Introduction to Python and a course on Zero-Knowledge Proofs, to being in <u>a short film</u> explaining Complexity Theory to a lay audience	