

## EDUCATION

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**Stanford University** Stanford, CA  
*MS, Management Science & Engineering. GPA: 3.92/4.00.* 2016 – 2018

**University of Chicago** Chicago, IL  
*BA, Mathematics. GPA: 3.89/4.00.* 2011 – 2015  
*Honors: Phi Beta Kappa, Dean's List, National Merit Scholarship*

## EXPERIENCE

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**BitGo** Palo Alto, CA  
*Data Engineer* 2018 – 2019

- **Analytics Database:** Developed and maintained a business analytics database and accompanying ETL pipeline to facilitate faster, more adaptive business and product analytics via sanitized and curated platform data.
- **Business Metrics Reporting:** Built reporting infrastructure and designed dashboards to measure BitGo's business health, spanning system balance to transaction flow to user activity.
- **Data Requests:** Fulfilled time-sensitive data requests to facilitate board presentations, enable product managers, diagnose billing errors, respond to legal inquiries and financial audits, and more.

**Wizards of the Coast** Renton, WA  
*Game Design Contractor* 2017 – 2018

- **Game Development:** Provided insight on the entertainment value, competitive balance, and replayability of new expansions for Magic: the Gathering, a strategy card game played by over 10 million people.
- **Challenger Decks:** Principally designed the 2018 Challenger Decks series, a popular product aimed to give aspiring competitive players an affordable entry point into tournament play.
- **Analytics:** Built tools to consolidate internal testing, analyze card files, interpret tournament results, and more.

**Stanford** Stanford, CA  
*Course Assistant, Introduction to Decision Making* Summer 2017

- **Teaching:** Wrote and graded homework assignments and exams, held office hours, and advised students on a course project to apply the tools taught in class in consultation with real business partners.

## PROJECTS

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**Probabilistic Risk Analysis of Colorado Wildfires** Spring 2018

- Worked with public officials, wildfire experts, and firefighters to determine the costs and benefits of implementing the International Wildland-Urban Interface Codes in Jefferson County, Colorado.
- Designed and implemented a Markov time-series model to predict wildfire behavior and damages.

**Playing Blackjack with Deep Q-Learning** Winter 2017

- Implemented a blackjack state-machine following typical casino conventions.
- Constructed and trained a deep  $Q$ -network in PyTorch to try to learn the optimal policy for blackjack.

**Magic: the Gathering Hand Simulation** Winter 2017

- Developed a Monte Carlo simulation framework for generating and interpreting opening hands, using it to determine how consistent particular decks are and to find optimal deck configurations.

## SKILLS

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**Fluent:** Python (NumPy, SciPy, PyTorch, Pandas, Matplotlib), SQL

**Conversational:** NodeJS, Java, Clojure, Julia, TensorFlow, R, Stata, Spark, Mandarin

**Communication:** L<sup>A</sup>T<sub>E</sub>X, Markdown, Google Suite, Microsoft Office

## INTERESTS

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**Magic: the Gathering**

- Winner of PT 25<sup>th</sup> Anniversary, GP Albuquerque 2016, GP Cleveland 2019, and GP Las Vegas 2019.
- Currently ranked #2 on the live Elo leaderboard, with a rating of 2267.
- Built models to analyze tournament results, improve in-game decision-making, and forecast player behavior.
- Published articles on [channelfireball.com](http://channelfireball.com) and [hareruyamtg.com](http://hareruyamtg.com), two of the top Magic content websites.