

Education

2021 - 2023	Harvard Business School Harvard School of Engineering and Applied Science Candidate for Master in Business Administration & Master of Science in Engineering, May 2023. Pear Venture Fellow: Company Sourcing, Diligence, and Consulting for Pear VC.	Boston, MA
2013 - 2017	Columbia University School of Engineering and Applied Science Bachelor of Science, Computer Science. Valedictorian Class of 2017, <i>Summa Cum Laude</i> , Tau Beta Pi.	New York, NY

Work Experience

Summer 2022	Google, Product Manager MBA Intern <ul style="list-style-type: none"> – Crafted Fuchsia's go-to-market strategy through technical and market research to identify promising verticals and partners. Designed external facing pitch deck for Fuchsia OEM partners. – Prioritized Fuchsia external device roadmap and aligned with internal technical capabilities. – Scoped porting HTTP server and other common IOT design patterns onto Fuchsia. 	Mountain View, CA
2019 - 2021	Bowery Farming, Full Stack Software Engineer Architected robotics, optimization, and visualization tools for Bowery's smart farms as Technical Lead. Collaborated with cross-functional agricultural and operational teams to develop automated farming practices. <ul style="list-style-type: none"> – Created robotics tool to automatically place 99% of crops in optimal grow locations with no human intervention, increasing throughput and decreasing delay in crop irrigation. – Implemented IOT-based robotic harvesting workflow leading to increased harvest yields and revenues. – Launched HRIS-integrated system for farmers to measure labor utilization and productivity. – Ensured zero-downtime feature launches to farms through data-driven MVP validation. – Spearheaded improvements to on-call workflows to reduce severity of on-call shifts by 50%. – Supervised three new engineers through technical onboarding and first project deliverables. 	New York, NY
2017 - 2019	Votem, Lead Front-End Engineer, Online Voting and Registration Team First engineering hire, implemented election management and voting software from scratch. Partnered with election officials to design, demo, and launch election software. <ul style="list-style-type: none"> – Prototyped user experiences and interfaces in Sketch and Figma. Presented to customer and product stakeholders. – Constructed product roadmap to ensure necessary features developed in accordance with election sales cycles and long-term product vision. – Streamlined election management process through self-service tools for election customization, ballot creation, and AWS hosting cutting election deployment time from days to hours. – Managed two Front-End Engineers, designating projects and providing feedback through code reviews. – Developed JavaScript SDK responsible for RSA+ECC encryption of votes and interfacing directly with Votem's Hyperledger Sawtooth Blockchain for vote submission. Allowed customers to self-customize elections. 	Cleveland, OH
2016 - 2017	Columbia 3D User Interfaces Lab, Research Assistant Created Augmented Reality applications in Unity for HoloLens and Google Tango.	New York, NY

Community	Volunteer Computer Science teacher with Microsoft TEALS.
Skills	Product Design, Product Management, Market Research, Elixir, Python, AWS, PostgreSQL, React, JavaScript, HTML, CSS, Unity, Vuforia, OpenCV, Flask, D3, Excel, Data Analysis, Public Speaking.
Personal	Enjoy backpacking, figure drawing, painting, windsurfing, and singing.