

Education

Sept '17 – **BS Computer Science**, *UC San Diego*, La Jolla.
June '21 **GPA:** 3.8/4.0

Research

April '20 – **Undergraduate Researcher**, *SysNet*, UC San Diego - CSE Department.
present **Advisor:** Geoff Voelker

- Exploring the benefits and overheads of using Non Volatile Memory for operating system data structures
- Making the Linux page cache persistent by moving it from DRAM to NVM
- Using the Intel MPK functionality to prevent corruption of persistent page cache from stray writes
- Quantifying the performance impact of using NVM with Intel MPK for the linux page cache with micro and macro benchmarks

Sept '18 – **Student Researcher**, *ERSP*, UC San Diego - CSE Department.

June '19 **Program:** Early Research Scholars Program, a team-based research apprentice experience for computer science and engineering majors in their second year of the program

Advisors: Sorin Lerner, William Griswold

- Project focused on crowdsourcing Software Verification by gamifying the resource intensive problem of loop invariant identification.
- Ported “INVGame”, a single-player Facebook game, to a mobile platform, and made it multiplayer using Unity and C#
- Studied the difference in time taken per level and quality of data generated in both games to determine user participation
- Poster presented at the UCSD CSE Research Expo

Teaching

April '19 – **Computer Science Tutor**, *UC San Diego - CSE Department*, La Jolla, CA.

- Present
- Tutored for 6 quarters on topics such as Operating Systems, Systems Programming, Discrete Mathematics and Intro to CS for an average class size of 200 students.
 - Duties include:
 - assisting students by debugging assignments and clarifying concepts
 - grading homeworks and exams
 - answering questions on an online forum
 - scheduling lab hours for the teaching staff

Industry

June '20 – **Software Engineering Intern**, *Google*, Remote.

- Sept '20
- Determined the ideal WebAssembly Runtime for porting networking code by researching differences such as exposed ABIs and code reusability among the various available runtimes
 - Resolved the limitations of standalone WebAssembly through cross-platform communication between NodeJS and WebAssembly runtimes using Embind
 - Emulated a subset of POSIX networking functionality using NodeJS to allow porting unchanged C/C++ code to WebAssembly

June '19 – **Software Engineering Intern**, *ServiceNow*, San Diego.

- Sept '19
- Built a testing framework to locate the point of failure in the data pathway built using Kafka and Confluence
 - Interfaced between the Enterprise platform (Glide) and a third party queuing service (Kafka) to test the data pathway between a producer and consumer set
 - Integrated an interactive UI with a self-built testing framework using AJAX and Java

Service

Nov '20	Student Volunteer	<i>OOPSLA '20</i>
2020/21	President	<i>Women In Computing @ UCSD</i>
	Vice President (2019/20)	
	Outreach Co-Chair (2018/19)	
2019/21	Celebration of Diversity Lead	<i>UCSD CSE Department</i>

Awards

Dec '20	SIM San Diego Academic Scholarship	<i>Society for Information Management, San Diego</i>
Jun '20	Excellence in Leadership and Service	<i>UCSD CSE Department</i>
Sept '19	GHC Scholar	<i>Anita B.Org</i>
Jun '19	Excellence in Contributions to Diversity	<i>UCSD CSE Department</i>

Tools & Languages

Java, C, C++, Go, Assembly, Latex, Git