

Education

- Sept '21 – **PhD in Computer Science**, *University of Washington*, Seattle, WA.
Present
- Sept '17 – **BS in Computer Science**, *UC San Diego*, La Jolla, CA.
June '21

Research

- April '20 – **Undergraduate Researcher**, *SysNet*, UC San Diego - CSE Department.
June '21 **Advisor:** Geoff Voelker
- Exploring the benefits and overheads of using Non Volatile Memory for operating system data structures
 - Made the Linux page cache persistent by moving it from DRAM to emulated NVM.
 - Used the Intel MPK functionality to prevent corruption of persistent page cache from stray writes
- 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.
June '21
- 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

Jun '21	Award for Excellence in Computer Science	<i>UCSD Jacob's School of Engineering</i>
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