

First Last

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Skills

- **Languages:** C, C++, Python, Java, Scala, Bash, Rust, JavaScript, TypeScript
- **Tools/Platforms:** Linux, Docker, Nginx, DPDK, Django, Flask, Node, Express, Google Cloud Platform

Experience

- **(Incoming) D. E. Shaw & Co. – Software Engineering Intern** June 2024 – Aug 2024
Researching and implementing real-time distributed systems for trading activities
- **NVIDIA – Software Engineering Intern (GeForce NOW Core Streaming)** Jan 2024 – Apr 2024
Built a high-performance video snapshotting tool to troubleshoot GeForce NOW issues, a product with 20 million users (C++)
 - Developed snapshot tool to capture snapshots of raw frames and encoded bitstream on streaming servers, allowing the client to highlight corruption and other video-related issues
 - Implemented raw frame capture tool that could process 750 MB/s of video (4K 60fps NV12 frames) without performance hits (< 1fps drop)
 - Updated video stream networking protocol to support remote configuration, triggering, and feedback for the snapshot feature directly from the client
 - Collaborated with senior team members to assess requirements, scope, and design of the feature
- **Huawei – Software Engineering Intern (Computer Networking R&D)** May 2023 – Aug 2023
Engineering protocols and libraries for high-performance, low-latency networks (C, DPDK)
 - Created library using Dataplane Development Kit (DPDK) to process UDP packets, with up to 18x speed improvement over Linux kernel sockets
 - Collaborated to design a connectionless and reliable transport layer protocol on top of UDP
 - Designed and implemented library for the protocol in C, employing lock-free data structures and message passing to achieve processing of 150+ concurrent connections on a single machine
 - Developed logging software to track and troubleshoot performance with minimal (<<1%) impact on runtime
- **AMD – Software Engineering Intern** May 2022 – Aug 2022
Developed and maintained debugger for 200+ Kernel-Mode Driver developers across AMD (C++, Python)
 - Added feature to inspect hardware scheduled queues, enabling debugging of critical launch-gating issues
 - Proposed and implemented improvements across unit test (GTest) and CI pipeline, reducing test code size by up to 50%
 - Automated formatting of tables, nested lists, and dictionaries, ensuring consistent output and deduplication of code

Awards/Competitions

- **ICPC ECNA Regionals:** Represented Waterloo in 2021 and 2022, placing 4th and 6th against 90+ other university teams
- **Putnam 2021:** Placed in the top 500 of the most famous University-level mathematics competition
- **USACO Open 2021 (Platinum):** 32nd of pre-college contestants in the highest division of the USA computing olympiad
- **Google Code Jam 2021:** 3rd of Canadian contestants (top 0.1%) in computing competition with 90,000+ contestants
- **Canadian Computing Olympiad 2021:** Achieved a silver medal, placing top 10 in a national level contest

Projects

- **C++ Game Engine:** Designed and implemented object-oriented (OOP) game engine built around the MVC pattern. The engine supports handling a variety of entities with built in entity movement, collision detection, and a graphics library
- **Competitive Programming Tools 🐍 🐘:** Tools to speed up implementation and debugging during programming contests. Includes automated testing with test case generation, and browser integration. Available as a Python CLI or VSCode extension (TypeScript and React.JS)
- **LACS Compiler:** Scala-based compiler for functional language targeting MIPS. Includes support for closures, nested functions, static typing, garbage collection, and tail-call optimization

Education

- **University of Waterloo** Sep 2021 – Present
Honours Bachelor of Computer Science; cGPA: 95.10%
 - **Coursework:** Operating Systems, Algorithms, Data Structures, Databases, Object Oriented Programming, Statistics, Linear Algebra, Combinatorics
 - **Scholarships:** Faculty of Mathematics Scholarship, President's Scholarship of Distinction