

# First Last

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## Skills

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- **Languages:** C, C++, Python, Java, Scala, Bash, Rust, JavaScript, TypeScript
- **Tools/Platforms:** Linux, Docker, Nginx, DPDK, Django, Flask, Node, Express, Google Cloud Platform
- **Concepts:** Computer Networking, Concurrency, Lock-Free Programming, High-Performance Computing, MVC Pattern

## Experience

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- **D. E. Shaw & Co.** June 2024 – Aug 2024  
*Software Engineering Intern (Incoming)*
  - Researching and implementing real-time distributed systems for systematic trading activities
- **NVIDIA** Jan 2024 – Apr 2024  
*Software Engineering Intern (GeForce NOW Core Streaming) | C++, Python*
  - Built a high-performance video snapshotting tool to troubleshoot GeForce NOW issues, a product with 20 million users
  - Developed the tool to capture snapshots of raw frames and encoded bitstream on streaming servers, allowing the client to highlight corruption and other video-related issues
  - Optimized the tool to process 750 MB/s of raw frames (4K 60fps NV12 frames) without performance hits (< 1fps drop)
  - Updated video stream networking protocol to support remote configuration, triggering, and feedback for the snapshot tool directly from the client
- **Huawei** May 2023 – Aug 2023  
*Software Engineering Intern (Computer Networking R&D) | C, DPDK*
  - Designed a connectionless and reliable transport layer protocol (UDP-based) for high-performance, low-latency networks
  - Created library using Dataplane Development Kit (DPDK) to process UDP packets, with up to 18x speed improvement over Linux kernel sockets
  - Architected 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
- **AMD** May 2022 – Aug 2022  
*Software Engineering Intern | C++, Python, GTest*
  - Developed and maintained debugger for 200+ Kernel-Mode Driver developers across AMD
  - 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%

## Awards/Competitions

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- **ICPC ECNA Regionals:** Represented Waterloo from 2021-2023, placing 4th, 6th, & 4th 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

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- **Game Engine (C++):** Created a game engine with entities, movement patterns, collision detection, and a graphics library
- **LACS Compiler (Scala, MIPS Assembly):** Built compiler for functional language targeting MIPS. Supports closures, nested functions, static typing, garbage collection, and tail-call optimization

## Education

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- **University of Waterloo** Sep 2021 – Apr 2026  
*Honours Bachelor of Computer Science; GPA: 95.10%*
  - **Coursework:** Multicore Programming, Operating Systems, Algorithms, Data Structures, Databases, Statistics, Linear Algebra, Object Oriented Programming
  - **Scholarships:** Faculty of Mathematics Scholarship, President's Scholarship of Distinction