

EDUCATION

STANFORD UNIVERSITY

B.S. COMPUTER SCIENCE

2019-2023 | Stanford, CA

Coursework:

- Programming Abstractions
- Computer Organization and Systems
- An Intro to Making: What is EE
- Principles of Computer Systems
- Probability for Computer Scientists
- Design and Analysis of Algorithms
- Social Computing
- Mathematical Foundations in Computing
- Artificial Intelligence: Principles and Techniques
- Building for Digital Health

TJHSST

THOMAS JEFFERSON HIGH SCHOOL

FOR SCIENCE AND TECHNOLOGY

2015-2019 | Alexandria, VA

Coursework:

- Artificial Intelligence 1 + 2
- Computer Vision 1 + 2
- Parallel Computing 1 + 2
- Mobile App Development
- Web App Development
- Multivariable Calculus
- Linear Algebra
- Mobile/Web App Dev Research

SKILLS

PROGRAMMING LANGUAGES

Java, C#, HTML, CSS, Python, Javascript, C++, C

TOOLS

Node.js, React, jQuery, Swift, SQL, Electron, Git, Bootstrap, Angular, Vue.js, AWS, HealthKit, Unity Game Engine, Oculus Rift, Google Cardboard, Android Studio, OpenCV, MATLAB, Arduino, Soy, Google Analytics

AWARDS

- International Science and Engineering Fair 4th Place (2019)
- Conrad Challenge National Top 5 (2018)
- Regeneron Science Talent Search National Scholar (2018)
- Congressional App Challenge Winner (2017)
- NCWIT National Aspirations in Computing Award Top 41/3600+ (2018)
- Built By Girls Competition National Top 5 (2017)

EXPERIENCE

MICROSOFT | SOFTWARE ENGINEERING INTERN | SUMMER 2021

APPLE | AR APPLICATIONS SOFTWARE ENGINEERING INTERN | SPRING 2021

NEUROCOACH | SOFTWARE ENGINEER | 2020 - PRESENT

- Full-stack web developer working in the Stanford University School of Medicine on **Neurocoach**, a digital health platform to aid neurological recovery for therapists and patients. Currently conducting a clinical study on patient recovery.

VANGUARD | SOFTWARE ENGINEERING INTERN | SUMMER 2020

- Investment Management Fintech Strategies team - developed internal dashboard that displays financial data and metrics for Vanguard's investment management teams. Used several AWS services including Lambda APIs, Athena, Glue, S3, RDS, and CloudWatch.
- Data Science Competition Mentor - Mentored participants throughout internal company competition and worked on troubleshooting.

YEXT | SOFTWARE ENGINEERING INTERN | SUMMER 2019

- Developed internal Yeoman generator tool to instantly create multiple category pages for company websites.
- Built store and locator webpages for Fortune 500 companies.

GEORGE MASON UNIVERSITY

COMPUTER SCIENCE RESEARCH INTERN | SUMMERS 2017, 2018

- Designed machine learning algorithms to promote improved student learning and academic achievement in online classes. Filed for **patent**.
- Designed blockchain system to secure sensitive student information.

PROJECTS

ETRANSPLANT 2021

Developed an iOS app for post kidney transplant surgery to facilitate post-kidney transplant outpatient care by monitoring medication compliance, providing patient education, and collecting health data.

SESAME | CO-FOUNDER | 2020

Built a video calling desktop application that allowed friends to hang out spontaneously and recreated the experience of living in the same dorm together. 250+ users. [sesamecall.com](#)

QUEER CHART | FOUNDING SOFTWARE ENGINEER | 2019-2020

Developed online platform for queer women at Stanford to connect with one another and increase queer visibility. Launched beta platform with 200+ Stanford student users. [queerchart.com](#)

SMARTSLEEVE | INVENTOR/FOUNDER | 2017-2019

Designed and built a novel knee tracking medical device for post-total knee replacement surgery with unique monitoring algorithms and smartphone app. Filed for **patent** and licensed to biomedical technology company.

ROUTEHUD | 2017

Developed Android app and 3D VR compatible visualization program that generates the safest routes using recent traffic accidents and risk indexes. TechCrunch Disrupt Hackathon SF 1st place Esri, 1st Place Arity Prize.