

E D U C A T I O N	2017 - 2021	Massachusetts Institute of Technology GPA: 4.8/5.0 Candidate for Bachelor of Engineering in Mechanical Engineering with a Certification of Autonomous Machines through the New Engineering Education Transformation (NEET) Classes: Thermo-Fluids Engineering, Mechanics and Materials, Artificial Intelligence, Dynamics and Control, Electronics for Mechanical Systems, Numerical Computation for Mechanical Systems	Cambridge, Massachusetts
	2015-2017	University of Illinois at Urbana-Champaign GPA: 4.0/4.0, Concurrent enrollment as a Non-degree Student during high school Classes: Engineering Graphics and Design, Integrative Neuroscience, Microeconomics	

E X P E R I E N C E	June 2019- August 2019	Full Stack Developer Intern <i>Nordstrom Technology</i> Developed the Promotion Verification Tool, a web UI that sends API calls to simulate various customer actions to provide Nordstrom Marketing with a user-friendly, automated promotion testing mechanism	Seattle, Washington
	February 2018- May 2019	Product Design Engineering Intern <i>MIT Object Based Media Lab</i> Designed a turbidity sensor and mount attached to SeeBoat, a remote controlled boat that measures and displays water quality in realtime; Transmitted sensor data via radio visible through an Android app	Cambridge, Massachusetts
	August 2017- November 2018	Software Engineering Intern <i>MIT Laboratory of Social Machines</i> Developed an audio feature for SpeechBlocks that characterizes voices in the room by age and gender Visualized and analyzed app data of taps, clicks, and voices in the room through play trees using python	Cambridge, Massachusetts
	June 2018- August 2018	Virtual Reality Software Engineer <i>MIT Teaching Systems Laboratory</i> Created a virtual reality experience for pre-service, K-12 teachers to tackle implicit biases within a parent- teacher conference setting, now implemented in the Woodrow Wilson teacher master's program	Cambridge, Massachusetts

P R O J E C T S	September 2018- December 2018	iCane Led a team of 4 to create an assistive technology for the visually impaired that alerts users of head-level hazardous objects	Cambridge, Massachusetts
	February 2018- May 2018	VRMIT Developed an interactive virtual reality tour of MIT with audio with three other MIT students to aid in making MIT's campus more accessible to a more diverse range of applicants	Cambridge, Massachusetts

A W A R D S	May 2019	Autonomous MIT MOONSHOT Competition Robot - 3rd Place Solely designed and built a robot that can autonomously navigate and complete competition challenges	
	June 2018	Johnson & Johnson MIT Undergraduate Research Opportunity Program Scholar Honoring 20 MIT researchers for their accomplishments in the 2018 academic year	
	June 2017	2016 ExploraVision National Winner (Toshiba/ NSTA) - 1st Place Developed a visual prosthesis called BEISight with three students, designed to fix effects of damaged retinas	

S K I L L S	Languages	Python, JavaScript, C, C#, R, CSS, HTML, TypeScript	
	Tools/Skills	Fusion 360, Solid Works, MATLAB, Angular, Arduino, Eagle, Sketch, Unity, Blender, Postman, Git, PCB design, rapid prototyping, embedded programming, interface and application programming	