

EDUCATION

Carnegie Mellon University

GPA: 3.52/4.0 | May 2021

B.S. in Statistics

minor in computer science

concentration in human-computer interaction

RELEVANT COURSEWORK

COMPUTER SCIENCE

Machine Learning

Algorithms and Data Structures

Fundamentals of Programming

Software Construction

Web Prototyping

Imperative Programming

Interaction Design

Data Mining

Data Visualization (d3.js/Tableau)

STATISTICS / MATH

Probability Theory

Discrete Math

Linear Algebra

Statistical Inference

Statistical Visualization (ggplot2)

Modern Regression

Introduction to Data Science

Statistical Computing

Multivariable Calculus

Statistical Methods

SKILLS

LANGUAGES

Python, Java, Javascript, C (familiar), R, SQL

TOOLS & FRAMEWORKS

Git, React, Vue, d3.js, Django, HTML/CSS, ggplot, openCV, numpy, JUnit, Spring Boot, Material-UI

DESIGN & PRODUCTION

Figma, InVision, Adobe XD, Sketch

EXPERIENCE – INDUSTRY



Stealth Startup

new york city, ny

software engineer intern

june 2020 - present

- Working on a full-stack (Vue / Rails) greenfield project at an early-stage legal tech startup involving complex visualizations of hierarchical and relational data.

- Designing and implementing various features to lower cognitive load.



Capital One

mclean, va

software engineer intern

june – aug 2019

- Developed data dashboard with React and d3.js to visualize 100+ million customer records and to evaluate overall data pipeline health.

- Implemented real time tracking and logging of customer information files from different lines of businesses.

- Built RESTful API with Spring Boot to abstract querying from Spark log files and core customer databases.



ASTM International

conshohocken, pa

technical intern

may – aug 2018

- Designed and improved UI for in-house statistical reporting software with Bootstrap and Material design.

- Developed software to parse databases and classify thousands of users with hierarchical clustering algorithms.

- Extracted and cleansed data for hundreds of client samples to construct a pipeline for data analysis and visualization with external R scripts.



Digital Media Academy

cambridge, ma

curriculum developer / instructor

may – aug 2017

- Lead instructor for iOS development, Game Design, and Advanced Java.

- Led team of 3 to devise and revamp curriculum for advanced Java Course.

ACTIVITIES

Computing for Good

student developer

- Collaborated with local hospitals and UPMC to create applications to detect abnormal body behavior through body-worn sensors.

- Developed software to recognize atypical changes in human position and behavior in crowds with computer vision and time series anomaly detection.

PROJECTS

Schedulize | python, pandas, sci-kit learn, pygame

- Recommender system for course suggestions based on a student's academic record. Awarded Best Design Hack Winner at HackCMU.