

## EDUCATION

### Carnegie Mellon University

GPA: 3.52/4.0 | Dec 2020

B.S. in Statistics

concentrations in computer science /  
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

## EXPERIENCE – INDUSTRY



### Stealth Startup

new york city, ny

june 2020 - present

#### software engineer intern

- 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 reduce user cognitive load.



### Capital One

mclean, va

june – aug 2019

#### software engineer intern

- 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

may – aug 2018

#### technical intern

- 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

may – aug 2017

#### curriculum developer / instructor

- 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.