

## 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

## EXPERIENCE – INDUSTRY



### Stealth Startup

software engineer intern

new york city, ny

june – dec 2020

- stuff with rails and vue.js, doing fullstack and design work

- more information upon request



### Capital One

software engineer intern

mclean, va

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

technical intern

conshohocken, pa

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

curriculum developer / instructor

cambridge, ma

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.

- Analyzed thousands of 911 operator calls with natural language processing to improve location transmissions to EMS.

## 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.