

EMPLOYMENT

Graduate Researcher Worldly Semantics of Code	University of Virginia	Nov 2020 - Present
<ul style="list-style-type: none">Working alongside Dr. Kevin Sullivan and Dr. Sebastian Elbaum on NSF-funded project on ensuring consistency of code with real-world physics using compilation, static analysis, formal methods, and roboticsUndertaking experimentation to check for physical type errors in large bodies of C++/ROS code		
HPC Software Engineer, Intern HaaS (HPC as a Service)	Intel Corporation	Jan 2020 – July 2020
<ul style="list-style-type: none">Tested and added endpoints to Flask application to determine utilization and storage information for high-performance computing (HPC) machinesCreated dashboards and visualizations using Kibana and custom filters to display various telemetry dataConfigured Grok and JSON filters in Logstash for parsing logs and imported data into Elasticsearch		
Software Engineer, Intern Fungible is a startup based in Santa Clara, CA that empowers data-centric computing	Fungible Inc.	April 2019 – Aug 2019
<ul style="list-style-type: none">Worked on QA infrastructure for performing large-scale tests using Angular, Django, Python, and PostgreSQLBuilt internal search application used by over 100 engineers with Bootstrap and Angular router navigationVisualized and analyzed performance data using Highcharts and executed dashboard feature improvements		
EDUCATION		
Charlottesville, VA	University of Virginia	Aug 2020 – May 2022
<ul style="list-style-type: none">M.S in Computer Science. GPA: 4.0Honors & Awards: Department of Computer Science Academic Excellence FellowshipCoursework: Machine Learning, Computer Vision, NLP, Software Logic, Cloud Computing		
Santa Clara, CA	Santa Clara University	Sep 2016 – March 2020
<ul style="list-style-type: none">B.S in Computer Science, Minor in Mathematics. GPA: 3.6Honors & Awards: Dean's List (2016 – 2018), Distinguished First-Year StudentCoursework: Data Science, Applied ML, Cryptography, Computer Security, OS, Computer Architecture		

TECHNICAL EXPERIENCE

- Image Caption Generator:** Created, ran, and deployed modular open captioning system using PyTorch. Encoded images using CNN and passed to RNN to construct sentences in auto-regressive mode.
- ML Classification Algorithms:** Implemented logistic regression, KNN, random forests, and SVM from scratch in Python. Explored bias-variance tradeoff, over/underfitting, precision, recall, F-1 measure, and AUC
- N-Body Simulation:** Worked with Dr. Norman Paris to build an n-body simulation of Newton's Universal Law of Gravitation with JavaScript. Determined acceleration of particles using Euler and RK-4 integration methods.
- Pipelined CPU:** Designed and tested structural model of pipelined CPU with 13 instructions using Verilog HDL

ADDITIONAL EXPERIENCE AND AWARDS

- Eagle Scout, BSA Troop 125:** Held a variety of leadership roles within the troop. For my eagle project, I designed and delegated construction of instrument cabinets to 20+ scouts for my high school marching band.
- IT Student Assistant:** Trained professors and students in videoconferencing technology, conducted inventory, and was responsible for troubleshooting A/V equipment.

Languages and Technologies

- Python, PyTorch, C/C++, JavaScript, TypeScript, Angular, HTML, CSS, Django, Flask, SQL, Verilog, Assembly
- Git, Bash, Unix, REST, JSON