

EMPLOYMENT

Graduate Researcher	University of Virginia	Nov 2020 - Present
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Worldly Semantics of Code

- 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 robotics
- Undertaking experimentation to check for physical type errors in large bodies of C++/ROS code

HPC Software Engineer, Intern	Intel Corporation	Jan 2020 – July 2020
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HaaS (HPC as a Service)

- Tested and added endpoints to Flask application to determine utilization and storage information for high-performance computing (HPC) machines
- Created dashboards and visualizations using Kibana and custom filters to display various telemetry data
- Configured Grok and JSON filters in Logstash for parsing logs and imported data into Elasticsearch

Software Engineer, Intern	Fungible Inc.	April 2019 – Aug 2019
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Fungible is a startup based in Santa Clara, CA that empowers data-centric computing

- Worked on QA infrastructure for performing large-scale tests using Angular, Django, Python, and PostgreSQL
- Built internal search application used by over 100 engineers with Bootstrap and Angular router navigation
- Visualized and analyzed performance data using Highcharts and executed dashboard feature improvements

EDUCATION

<i>Charlottesville, VA</i>	University of Virginia	Aug 2020 – May 2022
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- **M.S in Computer Science.** GPA: 4.0
- Honors & Awards: Department of Computer Science Academic Excellence Fellowship
- Coursework: Machine Learning, Computer Vision, NLP, Software Logic, Cloud Computing

<i>Santa Clara, CA</i>	Santa Clara University	Sep 2016 – March 2020
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- **B.S in Computer Science, Minor in Mathematics.** GPA: 3.6
- Honors & Awards: Dean's List (2016 – 2018), Distinguished First-Year Student
- Coursework: Data Science, Applied ML, Cryptography, Computer Security, OS, Computer Architecture

TECHNICAL EXPERIENCE

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- **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

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- **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

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