

CONTACT



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SKILLS

PROGRAMMING:

Languages

C, C++, Swift, Objective-C,
JavaScript, HTML/CSS,
Python, Java, Scheme, SML,
Ruby, C#, R

Libraries / Frameworks

React, node.js, d3.js,
CocoaPods, Flutter

Tools / Apps

Heroku, GitHub, Unity,
Tableau, Slack

Technical

GUI/UI/UX Design, Dynamic
Semantics, Lambda
Calculus, Data Science,
Algorithms, A/B Testing

FILM AND MEDIA:



RELEVANT COURSEWORK

Data Structures, Algorithms,
Programming Languages,
Computation Theory, Web
Programming, Discrete
Mathematics, Visual Analytics,
Computer Security, Object
Oriented Programming for
GUIs in Java, Game Design,
Machine Level & Assembly-
Language Programming

EXPERIENCE

iOS Engineering Intern at The New York Times

SUMMER 2020 (JUNE - AUGUST)

Joined the New York Times Games Team for ten weeks, primarily contributing to the New York Times Crossword iOS app

- Upgraded code from *Objective-C* to *Swift* in the Crossword iOS app
- Wrote exhaustive UI tests while pairing with senior engineers on the team
- Brainstormed a smoother new-user experience with a product designer to help gain new Crossword subscribers through the iOS app
- Implemented a new section of the app in *Swift* to teach the crossword to unsubscribed users, using asynchronous, chained animations and an interactive UI to create a visually engaging experience
- Ideated, play-tested, and designed a new game prototype with the other interns on the team and implemented the iOS version in *Swift*
- Co-wrote an NYT Open article about the new game which is [now published](#)

Full-Stack Software Engineering Intern at startup FitTribe

SUMMER 2019 (MAY - AUGUST)

Co-developed an app in Swift from the ground up that allows users to challenge friends in monthly competitions to eat healthy

- Employed agile software development practices
- Explored *bite.ai*'s machine learning algorithms which allows for meals to be recognized and analyzed from a photo upload
- Integrated signing in with Facebook using the *CocoaPods* framework
- Implemented a custom image picker and dynamic alert views usable throughout the app by upgrading default iOS controllers

PROJECTS

Seize the Seas - A Fast-Paced Multiplayer Game

SPRING 2019 (MARCH - MAY)

Created a first-person, 3D environmental awareness game where players defend their island while racing to collect trash floating in the sea

- Coded in Unity using *C#* scripts and playable with X-Box controllers
 - Implemented a custom physics engine for underwater gameplay
 - Created sound effects in *Logic Pro X* and 3D models in *Autodesk Maya*
- [Mac Download](#) • [Windows Download](#)

Tara - A Sci-Fi Horror Short Film

WINTER/SPRING 2018 (JANUARY - JULY)

View Film: <https://youtu.be/PZqqbtbDxts>

- Served as Director of Photography, Composer, Editor, Sound Designer, Colorist, and Special Effects Artist

EDUCATION

TUFTS UNIVERSITY - Class of 2021

B.S. in Computer Science

B.A. in Film and Media Studies (with a focus in Film Production)

GPA: 3.63