
Education

New York University*Bachelors of Science in Computer Science*

Sep 2020 - May 2023

Brooklyn, NY

Experience

NYU High Speed Research Network (HSRN)*February 2021 – May 2023*

Academic Researcher

*Brooklyn, NY***Parallel File System:** Deployed an NSF funded 6PB storage PFS (SeaweedFS) for usage internally and externally to the HSRN. Automated Deployment with Ansible Playbooks and Rust CLI. Benchmarked with Bonie++ and IOR.**Clients:** Implemented API of internal broker service for Bash, and did core development on Python, C++, and JS**Audio Conferencing:** Created an audio service (Portaudio) in C++ that interfaces with internal broker service.**CI/CD:** Developed documentation, linting, testing, deployment (DinD with Kaniko) pipelines for the project in Gitlab**Mentorship:** Leader of the student research arm. Managed and onboarded over 110 students over 4 semesters.**Amazon***May 2022 – August 2022*

Software Development Engineering Intern

*Seattle, WA***Data Aggregation Service:** Created a full stack service to visualize last mile delivery data. Created a Typescript React frontend with Polaris styling that calls an AWS backend implemented with Java Lambda Functions, API Gateway, S3, and Internal Amazon Services. Used S3 Select and Spark to filter through about 1TB per query.**Deployment/Observability Pipeline:** The service is built with the AWS Typescript CDK. It is validated with unit and integration testing before being deployed through CodeDeploy and monitored with CloudWatch alarms and SNS.**Hewlett Packard Enterprise (Aruba Networks)***June 2019 – August 2019*

Cloud Intern

*Santa Clara, CA***Estimating Bandwidth:** Estimated bandwidth using Auto ARIMA/Prophet and other time series algorithms.**Sparkup***September 2022 – December 2022*

Software Development Engineering Intern

*Brooklyn, NY***UX Development:** Implemented a new feature in React Native App to link names and phone numbers in transactions**Dark Forest***December 2021 – February 2022*

Graphics Intern

*San Jose, CA***Shader Development:** Created a typescript plugin that allows for custom WebGL shaders in the Dark Forest game.

Projects

K3S Cluster: Created a portable resilient fault-tolerant k3s cluster that networks through a wireguard mesh (headscale)**CTF:** Built CTF with Docker Compose, Dnsmasq, Postgres, Node MQTT server, Rust/Tide HTTP server and XtermJS**Apps Status:** Built an API with Rust, Tokio Async, Axum, and Request that proxies status for my self-hosted apps**Ansible Batch Runner:** Used Rust and Clap to create a cli for batch running and managing Ansible Playbooks**Git OpenResty:** Created a container that utilized Lua JIT with OpenResty to sync git repos as a git-sync alternative**Reactive Sign:** Used AWS IOT, Lambda, and API Gateway to build a interactive LED sign through serverless infra**Synesthesia Visualizer:** Create a visualizer that mimics the experience of Auditory Visual Synthesis with librosa and yin. Utilizes AWS infrastructure (autoscaling ec2s in a k8s cluster) for compute and WebVR for visuals**IP Monitor:** Used the QT Framework and built a KDE widget to monitor your public and private IP Addresses.

Programming Skills

Langs: Typescript, Javascript, Node, C++, C, Rust, Java, Python, (e)Lisp, Bash/Zsh, MDown, JSON, YAML, L^AT_EX**Tech:** AWS, Linux, Emacs, QT, Docker, k8s/k3s Rancher, Nginx, Traefik, ReactJS, Tailscale, MongoDB, Postgres, ...

Certifications

AWS Solutions Architect

September 2021

AWS Cloud Practitioner

August 2021

Stanford Machine Learning by Andrew Ng

July 2020

AWS Fundamentals Specialization

June 2020