
Education

New York University

Bachelors of Science in Computer Science

Sep 2020 — May 2023

Brooklyn, NY

Experience

AWS Bedrock 12/2023 — Present Seattle, WA Software Development Engineer

Bedrock: Creating Generative AI infrastructure for AWS Bedrock like batch inference and provisioned throughput

Amazon Last Mile 05/2022 — 08/2022 Seattle, WA Software Development Engineering Intern

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.

Hewlett Packard Enterprise (Aruba Networks) 06/2019 — 08/2019 Santa Clara, CA Cloud Intern

Estimating Bandwidth: Estimated bandwidth using Auto ARIMA/Prophet and other time series algorithms.

NYU High Speed Research Network (HSRN) 02/2021 — 05/2023 Brooklyn, NY Academic Researcher

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.

Sparkup 09/2022 — 12/2022 Brooklyn, NY Software Development Engineering Intern

UX Development: Implemented a new feature in React Native App to link names and phone numbers in transactions

Dark Forest 12/2021 — 02/2022 San Jose, CA Graphics Intern

Shader Development: Created a typescript plugin that allows for custom WebGL shaders in the Dark Forest game.

Projects

Tweet Toxicity: Used DistilBERT, Pytorch, HuggingFace Transformers, Streamlit and AdamW to classify toxicity type

Wikipedia Editor: Used Spark, LDA, Cohere, NYU HPC/ SLURM for variance in editor topics with 6TB of dumps

Synesthesia Visualizer: Auditory Visual Synthesis Visualizer with librosa, yin, eks, flask, docker, blender, WebVR

Book Recommendation Engine: Wrote a recommendation engine to group books based on wikipedia page similarity.

Foot Pedal: Built a portable guitar pedal using LiPo batteries, teensy 4.0 (and audio shield), LCD, and custom effects

Electronic Trombone: Made a trombone midi controller using Arduino with capacitive sensing and pid controllers.

Circular Buffer: Wrote a header only circular buffer library in an STL style (e.g. templating, custom iterators).

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