

Education

New York University

Bachelors of Science in Computer Science

Sep 2020 - May 2023

Brooklyn, NY

Experience

AWS Bedrock

December 2023 — Present

Software Development Engineer

Seattle, WA

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

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 Last Mile

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.

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

Wikipedia Editor: Used Spark, LDA, Cohere, NYU HPC/ SLURM for variance in editor topics with 6TB of dumps**Sembox:** A drive with semantic searching over doc types with blip, xsum, whisper, bert, cosine similarity, mui/nextjs**Tweet Toxicity:** Used DistilBERT, Pytorch, HuggingFace Transformers, Streamlit and AdamW to classify toxicity type**mnist-wasm:** A custom, resource efficient, rust/wasm nn with jit spawned web-workers, yew, axum, wasm-bindgen**Mastodon Status:** Created a Rust Lambda function with a custom Megalodon-rs to push outage status to Mastodon**Apps Status:** Built an API with Rust, Tokio Async, Axum, and Reqwest that proxies status for my self-hosted apps**Resow:** Created a better Craigslist free section with ReactJS, MUI, Open Layers, Express, MongoDB, S3, Mocha, Jest**K3S Cluster:** Created a portable resilient fault-tolerant k3s cluster that networks through a wireguard mesh (headscale)**Synesthesia Visualizer:** Auditory Visual Synthesis Visualizer with librosa, yin, eks, flask, docker, blender, WebVR**Ansible Batch Runner:** Used Rust and Clap to create a cli for batch running and managing Ansible Playbooks

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