
Education

New York University
Bachelors of Science in Computer Science

Sep 2020 - May 2023
Brooklyn, NY

Experience

- Amazon** Software Development Engineering Intern
May 2022 — August 2022 *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)** Cloud Intern
June 2019 — August 2019 *Santa Clara, CA*
Estimating Bandwidth: Estimated bandwidth using Auto ARIMA/Prophet and other time series algorithms.
- NYU High Speed Research Network (HSRN)** Academic Researcher
February 2021 — May 2023 *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.
- Sparkup** Software Development Engineering Intern
September 2022 — December 2022 *Brooklyn, NY*
UX Development: Implemented a new feature in React Native App to link names and phone numbers in transactions
- Dark Forest** Graphics Intern
December 2021 — February 2022 *San Jose, CA*
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).
- Apps Status:** Built an API with Rust, Tokio Async, Axum, and Request that proxies status for my self-hosted apps

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*