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Education

University of Rochester, Rochester, NY

August 2016 - Present (Anticipated May 2020)

- Recipient of the Xerox Award for Innovation and Information Technology
- B.S. in Computer Science and B.A. in Mathematics
- GPA: 3.77/4.00

Skills

Programming Languages: Java, C, Python, SQL, Kotlin

Tools: Git, Eclipse, Android Studio, XCode, SQL Developer, Pandas, Numpy, Scikit-learn, TeX

Work Experience

Verily Life Sciences, San Francisco, CA

Software Engineering Intern

May 2019 - Present

- Working on the Android development team for Onduo, a diabetes management mobile application that helps patients monitor their continuous glucose levels, track their meals and exercise, and speak with a coach to fulfill additional healthcare needs.
- Part of a team that is developing framework in XML and Kotlin that is used to build Challenges, tasks that help the patients develop positive eating, emotional, medical and exercise habits.
- Helping develop a framework that uses Python to parse Sketch files into protobuf files that are used to further create views for both Android and iOS.

University of Rochester, Rochester, NY

Workshop Leader and Teaching Assistant

September 2017 - April 2018

- Previously a Workshop Leader for CSC 171: Introduction to Computer Science and CSC 172: Data Structures and Algorithms.
- Took a year-long class to help develop and improve leadership techniques using reliable frameworks in order to promote inclusivity and encourage student involvement.
- Successfully completed and presented a research project to analyze group sizes and their influence on learning in CSC 171.

Bank of New York Mellon, Jersey City, NJ

Technology Summer Analyst

June 2018 – August 2018

- Created a tool in Java to use linear regression, interquartile range, and k-means clustering to detect and visualize various anomalies in the company's machines.
- Developed a UI to easily compare the results of my anomaly detection with the company's current detection of anomalies.
- Participated in a Strategic Business Challenge to help the company's resource groups become more efficient and interactive through technology initiatives.

Projects

Diabetes Readmission Prediction | Python

Used a Naïve Bayes Classifier, Decision Tree, and Neural Networks to successfully predict the likelihood of a patient being readmitted to a
hospital with an 89% accuracy.

Music Sharing Application | Android, Java

- An Android application that allows users to make an account and post music that they are currently listening to.

Fourier Transform Independent Study | TeX, Python

Wrote an expository paper in coordination with an advisor on the Fourier Transform, looking at its applications and Python
implementations of the Discrete and Fast Fourier Transformations to convert images and signals to frequency space.

Robot Arm | Python, Raspberry Pi

- A group project for UR Robotics to create a 6-axis robot arm that is controllable by a remote controller.
- Uses beam search and A* search in order to optimize the path the robot takes to avoid obstacles and reach the desired position.

Fantasy Baseball Toolkit | Python

- Built a tool that gets baseball data to successfully predict the likelihood of a batter getting a hit on a given day with a 75% accuracy
- Created a way to retrieve a ranked list of players, find undervalued players, as well as other information.
- Developed a way to automatically generate projections for a given season using numerous performance metrics from prior seasons