

Education

- **North Carolina State University** Raleigh, NC
Ph.D. Student in Nuclear Engineering 2023-Present
- **North Carolina State University** Raleigh, NC
M.S. Physics 2019
- **University of North Carolina at Greensboro** Greensboro, NC
B.S. Physics 2016
 - Graduated on Chancellor's List with Minors in Chemistry and Mathematics
 - Inducted into Phi Beta Kappa Honors Society

Skills

- Python, C/C++, Scientific Computing, GNU/Linux, PyTorch, Rust, Bash, Git, LaTeX, Technical Writing

Research and Work Experience

- **North Carolina State University** Raleigh, NC
Graduate Research Assistant January 2023 - Present
- **Lawrence Livermore National Laboratory** Livermore, CA
Defense Science and Technology Intern May 2023 - August 2023
 - Implemented in-line detector modeling capability in a Monte Carlo Thermal Radiative Transport (TRT) code.
 - Capability was verified on multiple test problems.
 - Presented a poster and exit talk to describe work to other interns and staff members.
- **Invisible Technologies, Inc** San Francisco, CA (Remote)
AI Data Expert October 2022 - December 2022
 - Acted as subject matter expert for AI dataset creation.
 - Worked with other experts to organize AI model testing curriculum.
 - Improved models through adversarial testing.
- **ExoCrypt Investments, LLC** Raleigh, NC
Data Scientist and Machine Learning Engineer August 2020 - August 2022
 - Built a framework in Python and PyTorch for the rapid training and testing of deep neural networks.
 - Used ideas adapted from image classification literature to discover unique insights about market data.
 - Built several Python scripts to aid data annotation performed by other team members.
 - Produced performant models that could search for rare patterns within millions of hours of market data.

- Performed extensive model validation to ensure expected results across different end-user devices.

- **NCSU Department of Physics** Raleigh, NC
Lead Teaching Assistant *August 2018 - December 2019*
 - Instructed General Physics labs in electricity/magnetism and Newtonian Mechanics for undergraduate students.
 - As Lead TA was responsible for the instruction of lab lesson plans to other TAs.
 - Received consistently high reviews from students regarding my communication and knowledge of the subject matter.
- **NCSU Department of Physics** Raleigh, NC
Brief Research Work *December 2018 - April 2019*
 - Simulated the transport of ultracold neutrons through experimental designs using a Monte Carlo code written in C++.
 - Performed data analysis using the CERN Root library.
 - After leaving the project I helped instruct group members to bring them up to speed on the code's inner working so that they could continue the project.
- **CData Software, Inc.** Chapel Hill, NC
Software Developer/Technical Support Representative *March 2017 - July 2018*
 - Helped connect customers' databases like SQL, MySQL, etc to business intelligence sources like Salesforce, Dynamics 365, QuickBooks and dozens more.
 - Worked at fast pace with customers and team members to solve issues quickly.
 - Debugging and development in Java and C#.
- **UNCG Department of Chemistry and Biochemistry** Greensboro, NC
Undergraduate Researcher - Physical Chemistry *January 2014 - December 2016*
 - Programmed microcontroller for solar tracking of a linear Fresnel reflector.
 - Managed the operation of laser-induced photodissociation experiments of ozone with carbon tetrachloride to create chlorine monoxide.
 - Programmed Lua scripts in SIMION for the simulation of molecular transport to guide design of an electric molecular trap.
- **UNCG Department of Physics and Astronomy** Greensboro, NC
Undergraduate Teaching Assistant - General Physics *January 2016 - December 2016*
 - Aided the in-class instruction of advanced general physics classes.
- **Grubbs Tree and Shrub Care** Broadway, NC
General Laborer *2008 - 2016 (Summers)*
 - Performed general landscape maintenance and installation tasks.

Certifications

- CompTia **Security+**, 2022

Extra

- **Side Projects**
 - *Personal code and writing projects - see Github link at top.*
 - Logging system in Rust.
 - Navier-Stokes Fluid simulation in C++.
 - Object detection with neural networks.