

EDUCATION

University of California Berkeley
B.S. in Electrical Engineering and Computer Science

Berkeley, CA
Aug. 2016 – May. 2020

EXPERIENCE

Cruise Automation
Computer Vision Software Engineering Intern

San Francisco, CA
Summer 2019

- Implemented a system that detects whether objects are occluding traffic light bulb detections using semantic segmentation, visual detections, and LIDAR camera projections as data sources, which was pushed to production on the car. On the road, this was shown to solve the traffic light occlusion use cases while showing no regressions.
- Designed and implemented an ML pipeline for flashing traffic light detection, including scripts for data extraction, HTML / JS labeling and visualization tools, and experiments with various machine learning methods (Bayesian modeling, HMM, RNN). These methods showed significant reductions in flashing light detection latency and an increase in recall compared to the baseline.

Cruise Automation
Computer Vision Software Engineering Intern

San Francisco, CA
Summer 2018

- Architected and built a full ML pipeline for an RNN detector for flashing emergency vehicles, improving over the original model in precision and recall. Utilized CNNs and LSTMs for the model.
- Integrated the model into the Cruise emergency lights package using Tensorflow C++ API
- Generated precision-recall curves and used a Javascript SVG visualization tool for EMV sequences

Cubic Global Defense
Software Engineering Intern

San Diego, CA
Summer 2017

- Implemented and deployed a Node JS/Express website that tracks soldier vests on Google Maps
- Added a Java API (using websockets) to integrate with the existing training app
- Presented to CEO and President of division

University of San Diego, California
Research Intern

San Diego, CA
Summer 2016

- Tested a novel method of using saliency maps of images as an attention model to improve classification on the North American birds dataset
- Sampled high intensity image points from the saliency maps with Python/Numpy for patch extraction, trained and fine-tuned a convolutional neural network (VGG16) in Tensorflow

University of San Diego, California
Research Intern

San Diego, CA
Summer 2015

- Natural language processing project to determine the amount of cultural bias in trivia game questions - used optical character recognition and web scraping in Python to create large database of Quizbowl, Jeopardy, NAQT and other trivia games question
- Calculated word frequencies and ran Latent Dirichlet Allocation on the corpus to find distances between datasets and traditional curricula datasets

San Diego Supercomputer Center
Software Engineering Intern

San Diego, CA
Summer 2014

- Worked in the San Diego Supercomputer Center under Dr. Amit Majumdar, used HTML, Python, and MYSQL to implement an email based form on the NSG Portal

RESEARCH

University of California Berkeley

Advisor - Koushik Sen

Berkeley, CA

2020 – present

January 2020 – present: Worked under Prof. Koushik Sen and Rohan Padhye. Proposed Bonsai Fuzzing: a novel technique using fuzz-testing to automatically generate comprehensive and readable test inputs for programs such as compilers. Able to significantly improve upon the prior state-of-the-art solution of using fuzzing and test-case reduction tools. Awaiting review at ICSE 2021

TEACHING

University of California Berkeley

CS 168 - Internet Architectures and Protocols

- *Spring 2020 (Sylvia Ratnasamy and Murphy McCauley)* - Undergraduate Student Instructor; lead and taught discussion sections; contributed to weekly discussion worksheets; helped write a midterm; held weekly office hours; contributed to two student projects

CS 61A - Structure and Interpretation of Computer Programming

- *Fall 2017 (John Denero)* - Lab Assistant; helped tutor students on assignments and labs

PROJECTS

- Member of **HKN** (EECS Honors Society)
- **Won Calhacks 2016 Best Hardware Project and Best 3d Printed Project (11/2016)** with Take a Picasso, a robotic sketch artist that draws a sketch on a piece of paper from a provided photo
- **Won HackJam 2016 (10/2016)** with Apple Mouse, a program that used computer vision to control the movement and clicking of a mouse with an apple
- **2nd Place at Greater San Diego Science and Engineering Fair (03/2015)** with Pokemon AI: a Python bot that uses minimax and machine learning to play Pokemon Showdown online, a two player adversarial game with teams of six Pokemon and movesets hidden to the opponent. A naive Bayesian classifier was used to predict opponent movesets so that minimax could properly be applied.