

## EDUCATION

**University of California, Berkeley**

Computer Science, B.A.

Expected Graduation: May 2019

Current GPA: 3.58

## WORK EXPERIENCE

**Software Tools Infrastructure Architect Intern****Santa Clara, CA (Jun – Aug 2018)***NVIDIA, Hardware Performance Infrastructure*

- Iterated on tools to enable various teams performance analysis of future and current chips
- Enhanced a tool responsible for collecting GPU performance monitor data, to secure it for use by external customers
- Prototyped a workflow to increase visibility into different sections of raytracing workload

**Software/DevOps Engineering Intern****San Francisco, CA (Jun – Aug 2017)***Braintree (PayPal), Cloud Infrastructure*

- Built and maintained AWS-based platform with reduced cost and service latency for Braintree's new cloud services; platform is currently authorizing live transactions from major enterprises
- Developed tooling used by multiple dev teams to scale their own services on this platform, including monitoring to alert for failing pieces of infrastructure

**Undergraduate Student Instructor****Berkeley, CA (Aug 2017 – present)***UC Berkeley EECS Department*

- Computer Graphics (Sp18, future Sp19), Networking (Fa18), Data Structures & Algorithms (Fa17)

## ACTIVITIES

**Director, Pioneers in Engineering****Berkeley, CA (May 2017 – May 2018)***<https://pioneers.berkeley.edu>, a UC Berkeley nonprofit that hosts a robotics competition and other outreach events for local Bay Area high school students to promote STEM education*

- Defined short and long term goals and vision of the organization; lead 60+ staff members across 12+ engineering, education, and operational projects
- Maintained partnerships with alumni, corporate and university contacts, high school teachers
- Managed a \$60,000 budget, one of the largest of any student organization at Berkeley
- Former PM of Web Development, and current advisor to the organization

## PROJECTS

**CS 184 (Intro to Computer Graphics) Projects**

- Ray Tracer - Physically based rendering program based on path-tracing algorithms
- Rasterizer - Supersampling, hierarchical transforms, anti-aliased texture mapping
- MeshEdit - Includes support for Bezier curves and surfaces, Loop subdivision, shaders
- ClothSim - Real-time cloth simulation program using mass and spring system

**The Duel** – created a 30-second 3D animated short as the project manager with a team; worked on modeling, materials, lighting, and post-production editing

## SKILLS & INTERESTS

**Technical Skills:** Java, Python, C++, Bash, Autodesk Maya, Adobe Suite, HTML, CSS**Familiar With:** C, Unity, Pixar Renderman, AWS, Terraform, Ansible, Cassandra, JavaScript**Relevant Classes:** Computer Graphics, Data Structures, Machine Structures, Algorithms, Linear Algebra, Discrete Math & Probability, Operating Systems, Networking, Artificial Intelligence, Art History of Interactive Media**Interests:** Computer graphics, rendering, game engines and game development, infrastructure & architecture, DevOps, UI/UX, STEM outreach, digital humanities, art