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I am a software engineer and CS researcher who is eager to dive into every technical detail. Interests: ML, NLP, iOS, Compilers, CV

Education

Cornell University / Ithaca, NY

2018 - 2022

- M.Eng. Computer Science, GPA 4.3
- B.S. Computer Science, GPA 4.2
 Summa Cum Laude
- · Minor in Mathematics

Experience

Bosch / AR & NLP Research Intern

Jun 2022 - Present

HarmonyLang / Systems & PL Research

Sep 2021 - May 2022 [<u>Link</u>]

- · Prototyped and researched Harmony Automata
- Implemented Harmony-to-Python transpiler

Low-Resource NER / NLP Research

Jan 2021 - Dec 2021 [Link]

- Researched into few-shot and fine-grained NER
- Experimented with transformer language models in PyTorch

Homebrew / Open-Source Contributor

May 2020 - Aug 2020 [Link]

- Unified 8 brew and brew cask commands
- Added cask support to 3 brew commands
- Added license information to 50% (ct. ~2500) homebrew-core packages

Cornell AppDev / Eatery iOS & Pod Lead

Sep 2018 - Dec 2020 [Link]

- Grew user base by 20% during 2019
- 9,600 MAU, 3,600 DAU
- · Contributed over 80 peer-reviewed pull requests

Projects

OceanScene / Real-time Rendering

Spring 2022 [Link]

- Built multi-stage deferred rendering pipeline in OpenGL using C++
- · Implemented Tessendorf ocean simulation

Sharm / Systems Research Project

Fall 2021 [Link]

- Implemented, profiled, and benchmarked interpreter and source-to-source compiler
- Wrote and presented academic-style paper summarizing results

TriBlank / NLP Research Project

Spring 2021 [Link]

- Ideated, developed, and experimented on novel approach for three-way entity relation extraction
- Wrote and presented academic-style paper summarizing results

Xi / Compiler

Spring 2020

- Implemented dataflow analysis and optimizations
- Developed comprehensive test suite with unit, performance, and integration testing

Cello Mute / iOS App

2016 - 2018 [Link]

- Independently developed iOS app
- 39K downloads

Skills

 Python, PyTorch, Transformers, Computer Graphics, Swift, iOS App Development