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EDUCATION

Bowdoin College, Brunswick, ME **May 2026**
Computer Science & History Double Major | Asian Studies Minor
Cumulative GPA: 3.74
Relevant Courses: Algorithms, Data Structures, Big Data Computational Analysis, HCI, Systems, Game Dev
Activities: Writer, Bowdoin Science Journal; Student Representative, Faculty Committee (Library)

TECHNICAL SKILLS

Programming Languages: Python, Java, C, C#, SQL, TypeScript, JavaScript, HTML, CSS
Tools/Frameworks: Git, Linux, Pandas, Matplotlib, scikit-learn, Supabase, Selenium, FlutterFlow, Deno
Concepts: OOP, NLP, ML, Artificial Intelligence, Web Development, UI/UX, Agile/Scrum, LLMs, Data Analysis

EXPERIENCE

Innovate For Maine Fellowship / Oak AI, Orono, ME **May 2025 – Current**
DevOps Engineer Fellow

- Built Selenium/BeautifulSoup scraper for multiple Substack sources, extracting 100+ database rows.
- Enhanced GPT classifier to auto-tag article stances 10x faster, improving content discovery.
- Refactored 3 Meta API calls into a single concurrent Edge Function, cutting retrieval time by 15x.
- Maintain Supabase PostgreSQL database and write SQL queries for data ingestion, enhancing integrity.
- Develop TypeScript/Deno Edge Functions linking frontend, backend, Meta/TikTok APIs via webhooks.

Bowdoin College Baldwin Center for Learning and Teaching, Brunswick, ME **Feb 2025 – Current**
Writing Assistant

- Guide students with writing, editing, and developing clear, effective communication skills.

Bowdoin College Computer Science Department, Brunswick, ME **Jan 2024 – May 2024**
Introduction to Computer Science Learning Assistant

- Led two-hour weekly learning sessions, assisting ~10 students with problem-solving and grading.
- Tutored beginner students to grasp programming concepts via clear explanations and focused help.

Caprikon Education (EdTech Startup), Hong Kong **Aug 2021**
Intern

- Analyzed and presented market research to inform strategic business growth initiatives overseas.

Liker Land (Crypto Startup), Hong Kong **Nov 2019**
Intern

- Created social media content simplifying FinTech concepts, boosting community engagement.

PROJECTS

Effect of Greenhouse Gas on Bird Populations in Denmark Big Data Analysis Project

- Collaborated with a team to analyze 47,000+ data points from eBirdAPI and public datasets using Python (Pandas, NumPy, Matplotlib, scikit-learn) in Jupyter Notebooks.
- Built a Random Forest model correlating CO₂ levels with bird populations, achieving 78.4% accuracy.

Checkmaze (Unity 3D C# Game)

- Co-created a chess-themed logic game with procedural generation enabling unlimited level variations.
- Implemented core mechanics, like piece behavior, point-and-click controls, and scene management.
- Integrated UI assets (Photoshop) and sound effects (Audacity) to enhance player experience.

GIS Analysis of Northwest Georgia (1830-1850) – Cherokee Removal Impact

- Analyzed 8 census and land-use datasets using ArcGIS to map demographic and infrastructure changes.
- Georectified maps and digitized Cherokee land records, producing 14 spatial visualizations.
- Performed spatial joins and statistical analysis; authored an interdisciplinary 16-page research paper.