Hero Park

COMPUTER SCIENCE STUDENT

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Education

Brown University   *Providence, RI*

A.B. IN COMPUTER SCIENCE   *Expected: Spring 2021*

3.8 GPA

Skills

Languages	Python, C, C#, PowerShell, Java, HTML/CSS, JavaScript, Pyret, Racket
Technologies	Microsoft Azure, .NET Framework, MEAN stack, Git, JIRA
Conceptual	Multithreaded Programming, OOP, Functional Programming, Operating Systems, Systems Programming

Experience

Citrix   *Boston, MA*

SOFTWARE ENGINEER INTERN   *Summer 2020*

- Responsible for automated testing and incorporation of Microsoft Azure's direct upload API into Citrix Virtual Apps and Desktops.
- Resolved self-identified and reported bugs relating to provisioning and machine creation services.
- Increased unit test coverage for the Citrix Hypervisor Communications Library to 97%.

University of California   *Los Angeles, CA*

UNDERGRADUATE RESEARCH ASSISTANT   *Summer 2018*

- Implemented a pattern-matching algorithm for DNA sequences using two bits to represent each of A, T, C, G.
- Created a Python script that takes DNA sequencing data from machine as input, returns a numpy array of pairs of bits, and writes the string of the pairs to file.

Brown School of Professional Studies   *Providence, RI*

STUDENT SOFTWARE DEVELOPER   *Fall 2017*

- Developed a web application called the Virtual Patient Viewer. Allows user to view patient information and look at patient data, inputted through a GUI by the course instructor.
- Implemented using the MEAN stack and Java with object-oriented design.

Projects

Threads Library

- Fully functional M-to-N model threads library that supports reaping, mutexes, condition variables, and scheduling with priority-based run queues.

myMovieList

- A fully deployed product whose vision is to allow users to share lists of movies with one another, and rate movies to get movie recommendations. Written in JavaScript and Java.
- Implements a collaborative filtering matrix factorization algorithm for the movie recommendation system. Uses an extensive relational database for users, movies, and users' lists of movies.
- Coordinated the efforts of a four-member team.

RI Maps

- A web application based on Google Maps for the state of Rhode Island, written in JavaScript and Java. Supports panning, zooming, finding directions, and live traffic. Traffic data are retrieved concurrently.
- Features an object-oriented Tile system, which caches portions of the map to optimize map loading.

Other Projects

SHELL, MALLOC, VIRTUAL FILE SYSTEM