

## Relevant Experience

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### Meta

Software Engineer, Play Experience (Gaming)

Aug 2019 - Present

- Scoped and lead project to set up a new root on android for transition to a new framework for showing dialogs. Worked with other teams for needed support to lead transition on my team by also building the first dialog using the framework. This setup was used by teammates to transition all other existing dialogs as well, which was already on their roadmaps.
- Drove alignment on missing features and priorities on FBLite after noticing a lack of features on FBLite. Added a new post-play surface called Arcade along with other changes which helped multiple FBLite DAU and increase consistency and parity across different gaming surfaces.
- Reduced gaming related crashes on Facebook for Android by 66% by moving the game player onto a separate process. This helped maintain FB gaming accessibility by helping gaming meet reliability requirements which prevented the original planned removal of the gaming tab.
- Boosted daily active users by 30% for games by implementing the tournament feature, which allows players to compete against each other on a shared leaderboard and helped games go viral.
- Built the RHC for the web gaming player which helped use dead space and increased user engagement/DAU via chaining. RHC was later expanded to include more items and reused on mobile web for showing extra information.

### Facebook

Software Engineer Internship

May - July 2018

- Changed a backend config (database) structure to improve efficiency in fetching disapproval messages for ads. Created new API/code changes to use the new config. Consolidated different platforms which should save millions in message translations.
- Created a frontend dashboard for content strategists and engineers to use to visualize all possible disapproval messages given an input interface, locale, and disapproval reason.
- Created an internal tool which automates adding new disapproval messages to my new config and also warning messages to another config. This interfaces with the frontend dashboard, automatically makes changes to the backend, tests them, and sends out translation requests.

### JP Morgan & Chase

Technology Analyst (Summer Internship)

June - Aug 2017

- Worked with Athena (Presto) to create a new feed type. Built a report system to automatically find deals of a certain type and send emails to relevant parties at the end of every day.
- Implemented a script that automatically cleans up old backup files, which previously consumed a large portion of the 450GB of production space allotted to our team.

## Skills

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- Languages:
  - Proficient: PHP (Hack), Java, Python, SQL, Javascript
  - Familiar: C++, Matlab, C, HTML, CSS
- Android, React, GraphQL, Mercurial
- Good understanding of math and problem solving

## Education

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Rice University - Houston, TX

2015 - 2019

- B.S. Computer Science, B.A. Statistics (4.0/4.0 GPA)
- Louis J. Walsh Scholarship in Engineering (2017), President's Honor Roll (every semester)