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LinkedIn
Personal Website

SUMMARY

4th year computer science student at UC Santa Cruz with plans to graduate Spring 2021 in search of an entry level Software Engineering position.

EDUCATION

University of California, Santa Cruz

September 2017-Present

Santa Cruz, California

- Bachelor of Science in Computer Science (expected Spring 2021)
- Achievements: UCSC Dean's Honors List Spring 2020, Winter 2020, Winter 2018

COMPUTER SKILLS

Languages

- Proficient in: Python, C/C++, Golang, HTML/CSS, Java
- Familiar with: JavaScript, Scala, Prolog, Haskell

Software

- APIs/Libraries/Frameworks: PyTorch, Django, Bootstrap
- Software: Windows, Unix, Git, Docker

EXPERIENCE

Student Research Assistant/Python Programmer

June 2020-Present

University of Washington

- Implement action policies for Reinforcement Learning Linear Quadratic Systems and extend their application to a multiplayer environment
- Update policy gradient algorithm to multiplayer environment using OpenAI's existing Vanilla Policy Gradient and PyTorch
- Author credit in: Liyuan Zheng, Tanner Fiez, Zane Alumbaugh, Benjamin Chasnov and Lillian Ratliff (2020), Stackelberg Actor-Critic: A Game-Theoretic Perspective

Student Research Assistant/Python Programmer

July 2019-September 2019

University of Washington

- Implemented gradient-based learning algorithms for training Generative Adversarial Networks (GANs) using the PyTroch Framework
- Implemented an optimizer class for PyTorch that used second-order derivatives to predict future
 optimizations and allowed for the learning agent to act on these predictions
- Built foundations for a novel approach to accelerate the GAN learning process by leveraging the eigen structure of the Jacobian of the learning dynamics

Website Developer

July 2019-September 2020

Bay Area Geophysical Society (BAGs)

 Created current BAGs website from scratch. Employer requested a barebones static implementation. Used HTML, CSS, and minimal JavaScript