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## EDUCATION

### Massachusetts Institute of Technology (MIT)

Cambridge, MA

*Candidate for a Bachelor of Science in Computer Science and Engineering (GPA: 4.9/5.0)*

2017-2021

Relevant Coursework: Advances in Computer Vision, Machine Learning, Analysis of Algorithms, Systems Engineering

## EXPERIENCE

### OpenEye Scientific Software

Boston, MA

*Software Engineering Intern*

June 2019 – August 2019

- Designed and implemented networking modules to interface with existing APIs of cloud native platform
- Contributed to visualization toolkits and new backend services
- Prototyped mixed reality molecular structure viewer app with cloud-based spatial anchors for shared experiences

### MIT Game Lab

Cambridge, MA

*Software Engineering Intern*

June 2018 – February 2019

- Developed backend/shaders/models/UI for a planetarium-based real-time visual simulation of special relativity
- Improved runtime performance by over 500% while significantly refining graphics and model quality
- Coordinated with Boston Museum of Science staff to test planetarium dome projections

## LEADERSHIP AND SERVICE

### Code for Good

Newton, MA

*Nonprofit Consultant*

February 2018 – May 2018

- Constructed frontend of a web system to guide site visitors to appropriate help/donor resources for The Second Step, a domestic violence prevention nonprofit group
- Met frequently with non-profit to identify design needs and discuss product specifications

### North Carolina Virtual Public Schools – Peer Tutoring Center

Raleigh, NC

*Senior CS/Math/French Tutor*

January 2015 – August 2018

- Guided students in Computer Science, Math, Chemistry, and French courses in over 70 online tutoring sessions
- Engaged in recruitment of new tutors and in raising program profile
- Helped oversee transition to new tutoring interface through Upswing.io

### Engineers without Borders

Cambridge, MA

*Team Member*

October 2017 – May 2018

- Researched methods for constructing an irrigation system for the village of Mkutani, Tanzania
- Collaborated with the professional Boston Engineers without Borders chapter to plan an assessment trip to identify potential engineering challenges

## SKILLS AND INTERESTS

<b>Programming</b>	<i>Python, C#, JavaScript, Java, HTML, CSS, C++</i>
<b>Web Development</b>	<i>Node.js, React, Express, Firebase, Django</i>
<b>Game Development</b>	<i>Unity, Blender</i>
<b>Languages</b>	<i>English, Mandarin, French</i>
<b>Interests</b>	<i>Running, Badminton, Digital Art, 3D Modeling, Chess, Historical Fiction</i>

## PROJECTS

**Einstein's Playground** – Planetarium-based real-time simulation for visualizing special relativity in everyday settings

**Catan Generator** – Generator for mathematically fair, randomized starting setups for the boardgame Settlers of Catan

**Fractoid** – Top-down shooting game written in Unity

**March Madness** – Visualizations of NCAA basketball match progression with datamined minute-by-minute statistics