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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

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

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
Chat Analysis – Suite of functions for analyzing GroupMe message data through sentiment analysis, alias fetching, etc.
March Madness – Visualizations of NCAA basketball match progression with datamined minute-by-minute statistics