

PROFESSIONAL HIGHLIGHTS

- U.S. Chess Team Representative, International Deaflympics Championship, Italy, 2020
 - At 19, the youngest competitor at the 19th Winter Deaflympics.
 - Commended for "exemplary" contributions in the official USA Deaflympics newsletter.
 - View [newsletter](#).

TECHNICAL EXPERIENCE

- Research Intern, MIT Media Lab, Fluid Interfaces Group (June 2024 - August 2024)
 - Collaborating with Nataliya Kosmyna to develop gaze-independent VEP BCI systems aimed at aiding completely locked-in patients.
 - Exploring applications such as cursor control, robotic arm manipulation, and playing chess through brain-computer interface technology.
 - Working within the Fluid Interfaces Group led by Pattie Maes, focusing on innovative neurotechnology solutions.
- Neurotech Hardware & Software Developer (*Freelance / Hackathons, 2021*)
 - Emotia: Co-developed a platform using EEG data to visualize emotional states. Employed a lexicon-based emotion classifier and interpreted neural activity to create a dynamic visual representation, enhancing understanding of affective communication, particularly for individuals with autism.
 - View [walkthrough](#).
- Strategic Marketing & Neurotech Design Specialist, NeurAlbertaTech, 2021
 - Engineered a suite of high-impact marketing assets for NeurAlbertaTech's community of over 500 neurotechnology professionals using advanced design tools such as Adobe Creative Suite and Figma.
 - Pioneered the promotional campaign strategy and orchestrated logistical aspects for natHACKS, an innovative event that cultivates neurotech skills among novices and aficionados, involving a comprehensive two-week pre-event workshop series and a 64-hour hackathon challenge.
- University of Washington - Center for Neurotechnology (*Virtual YSP-REACH Scholar, 2021*)
 - Authored an important review on the ethics of invasive and non-invasive neurotechnologies in the paper, "An Ethical Evaluation of Brain-Computer Interfaces."
 - View [paper](#).

OTHER PROFESSIONAL EXPERIENCE

- Volunteer, Wake Up Retreat, Plum Village Monastery, 2023
 - Facilitated participant integration by delivering essential information and support for retreat activities.
 - Managed multiple roles to maintain operations, ensuring a harmonious environment for reflection and community connection.
- Project Management Lead, The Knowledge Society - Bridging the Digital Gender Divide in Rural Ethiopia, 2020
 - Directed a critical educational project leveraging Internet-in-a-Box technology to address the digital gender divide in Ethiopia, optimizing access to digital education.
 - Executed comprehensive research and coordinated stakeholder engagements, crafting a strategic approach to technology deployment and community impact.
 - Led a cross-disciplinary team through evaluating deployment strategies, establishing milestones, and ensuring adherence to project timelines with rigorous updates and coordination efforts.
- Tournament Director, PNWCC (Pacific Northwest Chess Club), 2019
 - Organized tournaments, supervised event logistics, and implemented rating analytics via computational engines.

EDUCATION

- Brown University, Providence, RI
 - Master's Degree, Expected May 2026, GPA: 4.0
 - Involvements: Chess Club, Effective Altruism, Ultimate Frisbee
- The Overlake School, Redmond, WA
 - Graduated June 2022, GPA: 3.92
 - Activities: Founder of Philosophy Club, President of Chess and Book Clubs, Varsity Sports

ACADEMIC CAMPS/PROGRAMS

- Young Scholars Program - REACH Scholar, University of Washington's CNT, 2021
- TKS | Innovate (The Knowledge Society), 2020

- Program: a global accelerator that exposes students to emerging technologies.
- Studied BCIs, AI & ML, Genomics, Connectomics, Optogenetics, and more.
- Created slide decks; Harvard Business Case Study (Alibaba and E-Commerce)
- Stanford Pre-Collegiate Summer Institute: General Relativity and Quantum Mechanics, 2020
- CTY Johns Hopkins: Game Theory, 2019
- Oxbridge Programs: Science and the Future; Studio Art, 2018
- CTY Johns Hopkins: Cryptology and Cryptography, 2017

SKILLS & ACHIEVEMENTS

- Languages:
 - Fluent in English, proficient in Russian and Hebrew, programming in Python, Java, MATLAB.
- Programs:
 - Figma, Adobe Creative Suite, Microsoft Office Suite, WordPress.
- Key Skills:
 - Problem Solving, Creativity, Project Management, Organization.
- Awards:
 - Neurotechnology, USC BrainGames, 1st Place, 2021
 - AP Scholar with Distinction; National Merit Commended, 2021
 - Studio Art Award, Oxbridge Program, Cambridge University, 2018
 - Scholastic Arts and Writing Award, 2018
- Chess Accomplishments:
 - *Pan American Championship, U.S. Representative, 2016*
 - Pacific Northwest FIDE Championship, 1st Place, 2019
 - Susan Polgar Foundation National Tournament, U14 Champion, 2017
 - Multiple State Championships with Overlake Chess Team, 2015-2019