

## EDUCATION

### Massachusetts Institute of Technology

S.M. in Electrical Engineering and Computer Science (GPA: 5.0/5.0) **Expected Graduation: Feb 2024**

Thesis: *Preference elicitation strategies for reducing cold start in music recommender systems*

S.B. in Electrical Engineering and Computer Science (GPA: 4.9/5.0) **Sep 2019 – Feb 2023**

## EXPERIENCE

### Software Engineering Intern – Microsoft Azure Core **Jun – Aug 2023**

- Designed mechanisms to automate installing cloud-native application bundles on Azure Kubernetes clusters
- Wrote a plugin for application bundler Porter to integrate with Kubernetes configuration tool Kustomize
- Enhanced build tools and APIs to enable publishing containerized solutions as CNABs in Azure Marketplace

### Software Engineering Intern – Microsoft Data Platform + Growth **May – Aug 2022**

- Designed service to track consumer engagement across in-product, email, and SMS marketing channels
- Automated delivery of email alerts for low consumer engagement to marketing campaign owners
- Created dashboards visualizing the evolution of consumer engagement trends over time

### Software Development Engineer Intern – Amazon Game Tech **Jun – Aug 2021**

- Established frame time, polygon count, and memory usage benchmarks for open source game engine O3DE
- Deployed infrastructure to periodically run benchmarks across different hardware configurations
- Aggregated metrics in Kibana dashboards and Slack notification reports for accessible performance monitoring

### Software Engineering Intern – Taiwan Semiconductor Manufacturing Company **Jun – Aug 2020**

- Adapted wafer lot data querying system interface for various needs of salespeople, technicians, and clients
- Built custom Salesforce solutions for customer relationship management purposes

### Undergraduate Researcher – MIT Media Lab, Fluid Interfaces Group **Jan – May 2020**

- Developed suite of applications forming a centralized neurotechnology platform for brain-computer interfaces
- Created Swift iOS app collecting and forwarding EEG data from Muse headband to web server for analysis
- Established Python signal-processing algorithms to detect mental focus in EEG data streams
- Built companion Swift iOS app to alert users when high concentration levels were detected

### Software Engineering Intern – Kandra Labs **Jun – Aug 2018**

- Adapted group chat application's user interface to conform with Web Content Accessibility Guidelines
- Enhanced user experience through "dark mode" and "user groups" features

### Core Team Contributor – Zulip **2016 – 2019**

- Led frontend development of open source asynchronous group chat application
- Redesigned keyboard shortcuts, settings components, user documentation portal, and landing page
- Launched project to streamline open source workflows through bot management of issues and pull requests

## TALKS

- **PyCon 2017:** "PyCon: A High Schooler's Perspective" and "zulipbot: Improving GitHub workflow"
- **PyBay 2017:** "Opening Up to Open Source: An Introduction to Open Source Communities"
- **Open Source Summit North America 2017:** "zulipbot: Solving GitHub Workflow Limitations and More"

## SKILLS

### Languages

JavaScript, Python, HTML/CSS, SQL, Swift, Go, C++, Lua, Java, PHP, MATLAB

### Technologies & Frameworks

Linux, Git, Node.js, TypeScript, Vue, React Native, Sass/SCSS, NoSQL, Kubernetes, Docker, Azure, AWS