

SKILLS

- Project experience in machine learning, computer vision, electronics, and robotics
- Extensive programming experience in C++, C#
- Experience with C, Python, Java, SQL, MATLAB, and Verilog
- History of problem solving through mathematical and technical creativity

ACHIEVEMENTS

- Qualified for USAMO, a math competition for the top ~300 students in the US
- Scored within top 200 in the US on the Putnam Math Competition
- Qualified for and competed in the FTC Robotics World Championship in Atlanta
- Authored a patent assigned to Corning, Inc. (US 20130128351 A1)

EDUCATION

Cornell University, Ithaca, NY - *M.Eng. in Computer Science*

2014 - 2016

- Relevant coursework: Advanced Machine Learning, Machine Learning Theory, Advanced Systems, Computer Vision, Independent Research
- Teaching assignments: Foundations of Artificial Intelligence, Object-Oriented Programming

Cooper Union, New York, NY - *B.E. in Electrical Engineering; Math minor*

2010 - 2014

- Full scholarship based on merit; 3.9/4.0 GPA
- Relevant coursework: Probability & Statistics, Programming Languages, Linear Algebra, Signal Processing, Computer Architecture, Data Structures & Algorithms, Discrete Math, Adv. Calculus, Digital Signal Processing, Electronics, Autonomous Mobile Robots

EXPERIENCE

ZocDoc, New York, NY - *Software Engineering Intern*

SUMMER 2013/2014/2015

- Made improvements to the OCR tools, including a new efficient text detection algorithm
- Designed and implemented a scripting tool to allow tech operations to create and modify the programs that sync appointments between a PMS and the ZocDoc server
- Designed a framework to buffer large uploads from hospital clients to the server
- Programmed extensive core code in C# for .NET web applications, including a refactor of the entire codebase to use a new database-backed application settings service
- Wrote SQL Server jobs that ran on all development machines

Corning Incorporated, Corning, NY - *Research Intern*

SUMMER 2010/2011/2012

- Designed electronics systems for touchscreens and communications in Verilog and C++
- Developed methods for simulating auto-stereoscopic TV images, allowing their analysis and comparison without the construction of expensive prototypes
- Invented a new design for an auto-stereoscopic TV with improved image clarity