
EDUCATION

Cornell University, *College of Arts and Sciences*, 2020-2024 (expected)

Bachelor of Arts in Computer Science, Minor in Fashion Studies, *3.81 GPA*

Relevant Coursework: OO Programming, Data Structures, Discrete Structures, Algorithms, Computer Organization, iOS Development, Linear Algebra, Functional Programming

TECHNICAL SKILLS

Languages/Tools: Java, Python, C#, SQL, HTML, CSS, Swift, Git, OCaml, C, XAML

Platforms/Libraries: Unity, TensorFlow, Dash, Mesa, Pandas, Blender, Anaconda, Scikit-Learn, Unreal, UWP, Figma

WORK EXPERIENCE

Microsoft, *Software Engineering Intern*, 5/2022-8/2022

- Created 10 virtual reality UI components consistent with Windows 11 design for Unity/metaverse development
- Designed and programmed a WinUI desktop application using XAML/Visual Studio where users can download said UI packages, as well as learn more about the features, functions, and customizability of each component
- Published desktop application on the Microsoft Store with the intent of incentivizing developers to create Metaverse content with Windows

Cornell CS2110: OO Programming & Data Structures, *Consultant/Teaching Assistant*, 9/2021-present

- Teach a section of 20 students about the fundamentals of Java, data structures, and algorithms once a week
- Host office hours to help students with programming assignments, grade exams and labs

Booz Allen Hamilton, *Summer Games Intern*, 6/2021-8/2021

- Designed and delivered a comprehensive framework and solution for identifying and mitigating financial fraud by leveraging data science/machine learning
- Programmed and trained machine learning models to predict likelihood of fraud in real time based on transaction characteristics using KNN Clustering and Logistic Regression
- Developed web app with Python Dash frontend/SQL backend for FINTEL Analysts to record fraud instances

Cornell Space Systems Design Studio (SSDS), *AR/VR Developer*, 9/2020-5/2021

- Utilized CAD/computational modeling to visualize analog holograms as mixed reality components for the Alpha CubeSat mission
- Leveraged Unity, Blender, Unreal to create immersive spatial environment for enhanced user experience
- Established connection between VR and SSDS website using WebGL to trigger events based on user interaction

NASA, *Software Engineering Intern*, 6/2019-8/2019

- Supported Science Data Processing Branch in integrating virtual reality capabilities to a mixed reality toolkit (MRET) used by NASA engineers and other federal agencies to collaborate globally and remotely
- Simulated 3D visualizations of satellite attitude control components (tangible sun vectors/LVLH fields) based on incoming data feeds
- Delivered VR digital twin model of the OSIRIS-REx mission to streamline asteroid collection planning

INDEPENDENT PROJECTS

CompatibilityCheck – Swift, XCode, UIKit, CocoaPods

Diagnosing Cardiothoracic Abnormalities using Machine Learning – Keras, TensorFlow, Anaconda, Python, Java

Simulating Chromesthesia Using Augmented Reality – Unity, C#, VSCode

HONORS/AWARDS

VA Regional Fair (*1st in Biomedical Science, State Qualifier*), **Society of Women Engineers** (*Outstanding Engineer*), **NCWIT Aspirations in Computing** (*Virginia Affiliate Winner*), **NASA** (*Optics and Photonics Award*), **VA Regional Fair** (*2nd in Bioinformatics*)