

PROFESSIONAL
EXPERIENCE

Stellar 

August 2020 – Present

Software Engineer II — Platform

Working on the [Horizon](#) server, the API powering the [Stellar blockchain](#) payment network
Writing performant, scalable, maintainable [Golang](#) code that served 1000s of requests per *second*
Authoring [guides](#), [blog posts](#), and documentation [examples](#) to facilitate community learning
Managing the [JavaScript SDK](#) as well as its corresponding [documentation](#)

Georgia Institute of Technology

August 2020 – Present

Instructor Assistant — Applied Cryptography

Facilitated communication and learning for 120+ student cohorts in an all-online environment
Independently researched, developed, and managed programming-based cryptographic challenges
Worked closely with [Dr. Alexandra Boldyreva](#) to uphold and improve course quality

Strivr 

Summer 2019

Software Engineer — Virtual Reality, Intern


Integrated a “quality control” mode into [VR](#) training experiences for easy in-headset navigation
Improved UI consistency, working closely with designers in converting wireframes to [Unity/C#](#)
Applied photogrammetry techniques on [Kinect](#) output to import real-world assets into VR

Microsoft Corporation 

Aug. 2016 – 2018

Software Engineer — Software-Defined Networking

Contributed to HNS, Windows’ native virtual networking manager written in [C++](#)
Added IPv6 support and a multi-threaded notification system to react to external events
Implemented and [officially documented](#) [Kubernetes](#) alpha support for shared pods on Windows
Developed a public cloud network policy provisioner for Azure-based systems

Sony Network Entertainment Int’l. 

Summer 2015

Software Engineer — Test Automation Infrastructure, Intern

Ported the PlayStation’s remote firmware upgrade protocol to a cross-platform [Python](#) toolkit
Interfaced with [Selenium](#) and [Jenkins](#) to automate testing on the PlayStation® 4’s Store

CE Resource, Inc.

Apr. 2013 – Aug. 2014

Jr. Software Engineer — Full-Stack

Developed back-ends in both [PHP](#) and [Django](#) for internal and customer-facing websites
Independently designed, developed, and integrated a survey site used by thousands of customers
Queried [PostgreSQL](#) databases to efficiently process terabytes of customer data

EDUCATION

Georgia Institute of Technology

2018 – 2020

Master of Science in Computer Science

Computational Perception & Robotics (GPA: 4.0)

Published ~900 pages of comprehensive [L^AT_EX](#) [notes](#) on topics like [computer vision](#)
Developed a pipeline to transform 2D football footage into interactive VR simulations

University of California, Berkeley

2012 – 2016

Bachelor of Arts in Computer Science

Computing Systems & Graphics (GPA: 3.4)

NOTEWORTHY
PROJECTS

Beacon Platform, an *Ethereum-backed encrypted messaging platform*

(unreleased)

A centralized E2EE messaging platform that delegates out-of-band identity verification to the [Ethereum](#) blockchain for trustless communication ([Qt/C++/Solidity/Python](#))

Cicada, a *peer-to-peer distributed networking framework*

A [Python](#) networking framework designed to provide optimal routing (via DHTs) to massive P2P swarms for decentralized, encrypted, semi-anonymous data distribution