

EDUCATION

Cornell University | Ithaca, NY

August 2017 – May 2020

- B.S. in Computer Science, College of Engineering (Major GPA: 3.9)
- Rawlings Cornell Presidential Research Scholar (awarded to 1% of class)
- Graduate Courses: Computer Vision, Discrete Variables in NLP, Advanced ML Systems, Algorithms
- Teaching Assistant: Computer Vision (Spring 2020); Principles of Large-Scale ML (Spring 2019)

WORK EXPERIENCE

Research Intern | Matician

Summer 2020

Software Engineering Intern | Facebook (Team: Video Understanding)

Summer 2019

- Research project: super slow-motion video creation (implemented via deep neural networks in PyTorch)
- Trained >20 models (varying architectures, datasets, hyperparams) to optimize model quality/efficiency
- Wrote backend video processing service to run model on uploaded videos using CPU clusters

Computer Vision Researcher | Cornell Tech (Prof. Noah Snavely)

June 2018 – Present

- Current project: developing GAN architectures for zero-shot attribute-conditional image synthesis
- **First-author publication in submission to ECCV 2020** (top-tier vision conference):
Built *WikiFaces*, a million-scale face dataset, using facial recognition and a novel clustering algorithm
Trained several state-of-art GANs to generate artificial portraits from biographic annotations

Research Engineer | Carl Sagan Institute (Greg Pass)

June 2018 – Present

- Developing algorithm for binary image stylization of portrait selfies (in real-time on low-power devices)
- Deployed to web interface and built million-scalable image processing pipeline on AWS Lambda/EC2

Research Fellow | Simons Foundation (SBU Applied BioComputation Group)

Summer 2016

- Modeled mutation and maturation of influenza hemagglutinin (flu) antibodies with Python and PyMOL
- Wrote Fast Fourier Transform based protein-docking algo w/ high experimental correlation ($r = 0.94$)

Research Intern | University of Washington (Info Theory Lab)

Summer 2015

- Wrote bioinformatics algorithms (transcriptome error correction) with varying data structures in C++

PROJECTS

- **Vision & Language Research: Visual Grounding for Person Identification** (CS 6741, Spring 2020)
- **Computer Vision Research: Video Super-Resolution** (CS 6670 & 6787, Fall 2019)
Implemented NNs in PyTorch to enhance video resolution using optical flow from nearby frames
Wrote full pipeline (data loading, training, testing) from scratch with multi-GPU/batch parallelism
Hyper-parameter search: trained 12 models to optimize memory, inference time, and super-res quality
- **Android ML Application: DenseDomino** (Spring 2018)
Resource-efficient classification of board game tiles via DenseNets running on Tensorflow Lite
Built with undergraduate team under Prof. Kilian Weinberger (Cornell Machine Learning Group)
- **Independent Research: Water Filtration with Nanoporous Graphene Membranes** (2015-17)
Proved single-atom-thick filters can improve water filtration rates by 5,000x with molecular dynamics simulations and 92% validation via experimental nanofabrication (tested 45 samples at six US labs)
Awards: *Regeneron Science Talent Search Finalist, First Grand Award in Materials Science at Intel ISEF, US National Runner-Up for Stockholm Jr. Water Prize, Minor Planet from MIT Lincoln Labs*

SKILLS

- **Programming:** Python, Java, C++, Android, OCaml, LaTeX, Web Stack
- **AI Research:** PyTorch; TensorFlow; GANs & face recognition; OpenCV; NumPy; scikit-learn
- **Nanoscience:** Molecular dynamics simulations; electron microscopy; graphene transfer; spectroscopy