

<b>EDUCATION</b>	<b>Columbia University</b> , Columbia College <i>B.A. Computer Science, Concentration in Mathematics</i> (GPA: 3.92) <b>Select Coursework:</b> Graduate Operating Systems, Graduate Compilers and Programming Language Theory <b>Teaching Assistantships:</b> Compilers (Head TA), Parallel Functional Programming, Artificial Intelligence	New York, NY Sep 2020 – May 2024
<b>INDUSTRY</b>	<b>Palantir Technologies</b> <b>Software Engineer Intern</b> , <i>Gotham Data Modeling Team</i> <ul style="list-style-type: none"><li>• Backend engineering for Palantir Gotham (U.S. Gov) and Foundry (commercial sector) data ontology services</li><li>• Built API services for interoperability and distributed synchronization of Gotham and Foundry data entities</li><li>• Related technologies: Java, API Engineering, Distributed Systems</li></ul> <b>Virtu Financial</b> <b>Software Engineer Intern</b> , <i>HFT Pre/Post-Trade Development Team</i> <ul style="list-style-type: none"><li>• Implemented mTLS for async TCP sockets with low-level Java interfaces for core trading infrastructure</li><li>• Migrated stunnel-based TLS support in real-time trade ingestion system to use custom mTLS implementation</li><li>• Implemented proprietary authentication &amp; authorization mechanism into company's post-trade data services</li><li>• Related technologies: Java standard libraries (concurrency, NIO, security, networking), Java Spring</li></ul> <b>Riot Games</b> <b>Software Engineer Intern</b> , <i>Live Operations Engineering Team</i> <ul style="list-style-type: none"><li>• Built a GitOps-based config management service for Riot's service alert ingestion systems</li><li>• Built a CI/CD pipeline to deploy configs to monitoring systems and execute rollbacks at crash</li><li>• Related Technologies: Python, Docker, Jenkins</li></ul>	New York, NY Sep 2023 – Dec 2023 New York, NY May 2023 – Aug 2023 New York, NY May 2023 – Aug 2023
<b>RESEARCH</b>	<b>Compilers &amp; Programming Languages</b> with Prof. Stephen Edwards <ul style="list-style-type: none"><li>• Building <i>sslang</i>, a language implementing the Sparse Synchronous Model for deterministic concurrency</li><li>• Implemented a session-typed lambda calculus interpreter to explore statically verified concurrent programs</li><li>• Related Technologies: Hindley-Milner Type System, Session Types, Haskell, OCaml</li></ul> <b>Secure Containerization on ARMv9 Linux Realms</b> with Prof. Jason Nieh <ul style="list-style-type: none"><li>• Contributed to ARMv9 Realm container monitor that protects container memory against untrusted host OS</li><li>• Wrote kernel interfaces to a hypervisor-like container monitor for lifetime and memory management</li><li>• Related Technologies: Linux Kernel Engineering, ARMv9 Linux, Assembly, Micro-OS, Hypervisors (KVM)</li></ul>	Sep 2022 – Present Sep 2022 - May 2023
<b>SKILLS</b>	<b>Areas:</b> Backend Development, Distributed Systems, ML Systems, Linux Kernel Engineering, Compilers <b>Programming Languages:</b> C, C++, Java, Python, OCaml, Haskell, Rust, RISC-V Assembly <b>Technologies:</b> LLVM, MLIR, Hypervisors, Containerization, PyTorch, Tensorflow, SQL	
<b>SOFTWARE</b>	<b>Encrypted-TAO</b> , built with Rust and Postgres <ul style="list-style-type: none"><li>• Implemented Facebook's social graph serving model (TAO), but capable of operating on fully encrypted data</li><li>• Implemented graph-to-SQL query translation, and order-preserving/homomorphic encryption schemes</li></ul> <b>Orlang</b> , built with OCaml and LLVM <ul style="list-style-type: none"><li>• Built <i>Orlang</i>, a functional programming language with a Hindley-Milner type system and first class functions</li></ul> <b>RLCycle</b> , built with Python, PyTorch, Ray, ZeroMQ <ul style="list-style-type: none"><li>• Implemented deep reinforcement learning algorithms and distributed training; got over 280 Github stars</li></ul>	[GitHub] [GitHub] [GitHub]