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EDUCATION

University of Maryland: College Park

B.S. in Computer Science (Machine Learning Track)

College Park, MD

Expected Graduation December 2026

- **GPA:** 3.59/4.00
- **Coursework:** Data Science, AI, ML, NLP, Probability & Statistics, Advanced Data Structures and Algorithms

EXPERIENCE

MYTL Technologies

Software Engineering Intern

Remote

August 2025 – Present

- Implement 26+ detail-oriented UI improvements with AWS & GovTech mentors, iterating via weekly reviews.
- Develop 11+ React components, including a mouse-parallax dashboard and Bezier-curved timelines.
- Integrate Formspree API for lead capture, validating data integrity via Chrome DevTools and runtime debugging.

AI/ML @ UMD

Machine Learning Trainee

College Park, MD

September 2024 – Present

- Fine-tuned LLaMA 3.2B using LoRA and quantization to run training efficiently on cloud resources.
- Implemented RAG pipelines using Pinecone and Gemini API in workshop settings, processing 50+ documents.
- Applied PyTorch and Hugging Face for end-to-end ML workflows, including model setup and inference.

First-Year Innovation and Research Experience (FIRE)

Student Researcher: Quantum Machine Learning

College Park, MD

August 2023 – December 2024

- Modeled Wi-Fi router placement for a 1,300-acre campus using quantum algorithms for NP-hard problems.
- Developed QAOA and simulated annealing models, achieving 46% better coverage than classical baselines.
- Published research code on GitHub and presented QML findings to 12+ attendees at a campus conference.

PROJECTS

Consensus

[🔗/consensus](#)

- Achieved 236 tokens/s and 2.5s p95 latency using Gemini 2.0 Flash for streaming inference.
- Built a web app running 6+ Gemini LLMs simultaneously with side-by-side LaTeX results and collapsible UI.
- Developed a React and Express.js stack to aggregate and merge outputs from multiple lightweight models.

Crossmap

[🔗/crossmap](#)

- Created a Wi-Fi coverage tool; validated logic on 3x3 grids before scaling to full map resolutions.
- Built React/Canvas interface for interactive node placement, state management, and CSV data export.
- Supported 800% zoom and adjustable radii for binary coverage matrices up to 2000x2000 pixel scale.

PlanetTerp Predictor

[🔗/predictor](#)

- Evaluated models via 10-fold cross-validation, achieving 0.788 R-squared and 0.348 MAE metrics.
- Developed an NLP pipeline to predict 1-5 star professor ratings using 4,544+ reviews via PlanetTerp.
- Optimized Gradient Boosting and Random Forest models by manual selection of the top 5 features.

TerpMaps

[🔗/terpmaps](#)

- Built the frontend to inject hoverable Google Maps previews for buildings on UMD's Testudo portal.
- Used Google Maps API to provide dynamic routing for 100+ campus buildings via DOM and event manipulation.
- Prototyped 3 UI concepts in Figma to visualize embedded map previews and navigation icons.

SKILLS

Programming Languages: Python, Java, C/C++, JavaScript, TypeScript, OCaml, Rust

Web & UI: Next.js, React.js, HTML/CSS, Tailwind CSS, Framer Motion, Chrome Extensions, Vercel

ML, DS, & Deep Learning: PyTorch, Scikit-learn, Pandas, NumPy, Matplotlib, Seaborn, OpenCV, NLTK

Tools & Systems: Jupyter, Colab, GCP, GitHub Copilot, Cursor, Claude Code (LLM-based AI agent workflows)