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EDUCATION (IN PROGRESS):

University of Washington (Honors Program)

Seattle, WA

- Major: Computer Science BS, Mathematics BS; cumulative GPA: 3.78
2004 – Present
 - Some computer science topics: Operating systems, compilers, algorithms, computability and complexity theory, embedded systems, security, cryptography and cryptanalysis.
 - Some mathematics topics: Real and complex analysis, modern algebra (group, ring, and field theory), topology.
- Additional Coursework: Physics Minor.
 - Some physics topics: Quantum mechanics, advanced classical mechanics.

WORK EXPERIENCE:

Undergraduate Degree Work

Seattle, WA

2004 – Present

- Lead the projects and lab in a senior-level distributed computing class as a teaching assistant for Ed Lazowska. Worked with students to teach the Hadoop framework (an open source implementation of MapReduce), and administered the Hadoop cluster at UW.
- Invented and developed a student project focused on map rendering and geocode generation using Hadoop on large clusters.
- Implemented a distributed physics simulation using the Hadoop cluster at the UW as part of distributed computing course. Used it to simulate the collision between Milky Way and Andromeda Galaxies.
- Implemented various Linux core components including a threading library with thread scheduler and synchronization and a file system similar to ext2.
- Design and construction of a MIPS processor in hardware using hardware description languages and FPGAs.
- Mathematics work included research and implementation of the Fast Fourier Transform on various platforms.

Google

Seattle, WA

Software Engineering Intern

Summer 2008

- Worked on the GMail Front End team.
- Developed a mail filter management feature for GMail that would allow filter sharing between accounts
- Developed a GMail lab for managing email signatures for multiple user accounts and inserting them automatically. This lab will be publicly released before 2009.

Microsoft

Redmond, WA

Software Development Engineer Intern

Spring 2008

- Worked with John Manferdelli, a Microsoft Distinguished Engineer, in cryptography analysis
- Performed mathematical investigation into the security of cryptographic random number generation for Windows Mobile devices
- Developed software tools to collect statistical data from Windows Mobile devices and to perform statistical analysis.

Google

Mountain View, CA

Software Engineering Intern

Summer, 2007

- Worked on the Google Maps for Mobile team with mobile and backend technologies.
- Developed several features for Google Maps for Mobile, now deployed across the world including map and satellite hybrid mode as well as a technology to enable 30% faster data transmission.
- Developed and deployed a backend solution to adaptively improve application compatibility for a wide range of mobile devices.

Microsoft

Redmond, WA

Software Development Engineer Intern

Summer, 2006

- Worked on the Microsoft Speech Server team with speech recognition and speech synthesis technology
- Developed a proof of concept product for mobile devices using J2ME, and .NET Compact Framework.
- Integrated development by Microsoft Research with product work by Speech Server team and other teams from Microsoft to create proof of concept product.
- Successfully presented results of development to an audience of over 50 members of involved product teams and executives.