

EDUCATION

Stanford University **Sept. 2016 to Current**
B.S. Computer Science 2020
GPA: 3.75
Expected Graduation Date: June 2020

SUMMARY

I am a rising senior at Stanford University, pursuing a bachelor's degree in Computer Science in the systems track. I have spent my past two summers working as a software engineer intern at Twitter on the Timelines Infra and Conversations Infra teams, where I have helped design and implement new algorithms to develop core features and internal tools. I am excited about learning new technical skills and enjoy working in teams. In my free time I love reading, basketball, and gaming.

SKILLS

PROGRAMMING: Scala, C++/C, Java, Python, Data Structures, Algorithm Design, Machine Learning, System Design

CLASSES: Design and Analysis of Algorithms, Operating Systems and Systems Programming, Objected-Oriented Systems Design, Data Management and Data Systems, Artificial Intelligence: Principles and Techniques, Deep Learning

OTHER: Fluent in reading, writing, and speaking Spanish

PLANNED CLASSES: Introduction to Computer Networking, Parallel Computing, Artificial Intelligence: Decision Making under Uncertainty

EMPLOYMENT

TWITTER

2x Software Engineer Intern

San Francisco

June 2019 to Current, June 2018 to Sept. 2018

Spent two summers designing, developing, testing, and deploying Scala code on both Twitter's Timelines Infrastructure team and Conversation Infrastructure team. Worked with teams of different disciplines (design, experimentation, engineering) on a new Timeline core feature among other systems projects. Gained valuable distributed systems engineering and workplace experience working with engineers both on my team and across other teams.

PROJECTS

PINTOS

Jan. 2019 to Mar. 2019

Worked with a team of three to implement the thread scheduler, user program compatibility, virtual memory, and file system for the operating system Pintos. Personally focused on implementing extensible indexed file storage, file descriptors, a growing user stack, the thread alarm, proper synchronization, and more.

NFL OVER/UNDER PREDICTOR

Sept. 2018 to Dec. 2018

Worked with Kylan Sakata (Stanford 2020) to implement a system that uses the scikit-learn library to predict whether a given NFL game would meet the Vegas over or under. Best model achieved up to a 7% return on investment on test set.

NBA 2K DEEP LEARNING AGENT

Apr. 2019 to June 2019

Worked with a team of three to create a real-time, end-to-end data pipeline, consisting of an Xbox and two PCs, which uses deep learning to play 3 on 3 basketball on NBA 2K19. This was one of the top 5 final projects of the 2019 Spring offering of CS 230: Deep Learning at Stanford. <https://github.com/wyattpontius/cs230>