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EDUCATION

Massachusetts Institute of Technology (MIT)

Candidate for BS in Computer Science and Mathematics (double major)

Cambridge, MA

Exp 2026 | GPA: 5.0/5.0

- Relevant coursework: Intro to Algorithms, Intro to Machine Learning, Fundamentals of Programming, Probability & Random Variables, Theory of Computation, Mathematics for Computer Science, Linear Algebra & Optimization, Computational Thinking & Data Science

Exeter High School

Exeter, NH

SAT Score: 1580 | 14 AP Courses

Jun 2022 | GPA: 4.1/4.3

- Honors: Four Year Class President, Varsity Soccer Captain, 2020 Congressional App Challenge, Xerox Award for Innovation & Information Technology, Louis DeLabriere Award for Excellence in Mathematics, National Merit Scholarship Finalist, U.S. Presidential Scholar Nominee, National Latin Exam Gold Medal, NH D1 All-State First Team Soccer

WORK EXPERIENCE

Nasdaq

Incoming AI Engineering Winter Intern

Boston, MA

Jan 2024 – Feb 2024

Birth By Us

Software Engineering Intern

Cambridge, MA

Jun 2023 – Aug 2023

- Built a web-based provider marketplace with Angular, using Typescript, HTML, and SCSS
- Developed backend functionality compatible with MongoDB
- Prototyped in Figma

MIT Computer Science and AI Human-Computer Interaction Laboratory

Undergraduate Researcher

Cambridge, MA

Sep 2022 – Present

- Co-authored *BrightMarkers*, which was accepted to UIST 2023, featured on *MIT News*, etc. (see Publications)
- Developed a novel algorithm in Python to analyze 3D models and embed “invisible” fluorescent tags in optimal locations
- Currently working on palm recognition techniques

TECH TOURS

Tour Guide

Cambridge, MA

Mar 2023 – Present

- Routinely give hour long tours of MIT's campus to 35+ people

PUBLICATIONS/PROJECTS

BrightMarkers

PUBLICATION: 2023 UIST Research Conference

Cambridge, MA

Oct 2022 – Jun 2023

- BrightMarkers* introduces a novel form of integrated, unobtrusive object tracking using embedded codes and infrared fluorescence
- Featured in *MIT News*, *3dprinting.com*, *hackster.io*, and others

Augmentia

PROJECT: Augmented Reality Mobile App (youtu.be/QuevBrMoL_F8)

Stratham, NH

Apr 2020 – Oct 2020

- Winning submission for the 2020 Congressional App Challenge, entered permanently into the Congressional record, presented at House of Code
- Joined AR interactions between real and digital objects with mechanics (including kinematics and collisions)
- Developed using C#, the Unity game engine, HTML, and CSS

<http://brassrat.mit.edu>

PROJECT: 2026 Brass Rat Website

Cambridge, MA

Aug 2023 – Sep 2023

- Designed and developed the MIT 2026 Brass Rat website (see Extracurriculars) with HTML, CSS, and jQuery

LEADERSHIP & EXTRACURRICULARS

MIT Varsity Soccer Team / New Hampshire High School Athletics

MIT Athletics / NHLAA

Cambridge, NH

Aug 2022 – Present

- Academic All-Conference center back for the MIT varsity soccer team
- Captain and two-year starter on division one high school varsity team
- NH D1 All-State First Team, USA Today Seacoast Boys High School Player of the Year nominee

MIT '26 Ring Committee

MIT Class of 2026

Cambridge, MA

May 2023 - Present

- One of twelve students chosen from my class to design the Brass Rat (class ring) for the MIT class of 2026
- Chosen to be the Web Chair to develop the official 2026 Brass Rat website (<http://brassrat.mit.edu>)
- Planning multiple events, including two class wide presentations/gatherings: Ring Premiere and Ring Delivery

SKILLS & INTERESTS

Computer: Python, C#, Java, HTML, CSS, Angular, JavaScript, TypeScript, Git, Unity, Figma

Interests: Piano and Guitar (10 years), Music Production (2 years), TV/Film Analysis, Cooking