

Work Experience - Apple

AR/VR Software Engineer

Fall '20 - Present

Technology Development Group, AR/VR Intern

Summer '19

- Prototyped interfaces and interactions for future products, collaborating closely with the Human Interface Design team.
- Created internal tools for rapid prototyping.
- Presented work to Mike Rockwell and TDG leadership.

iOS System Experience, SWE Intern

Summer '18

- Prototyped interfaces and interactions for what would become the iPad Pro (3rd Gen) and Apple Pencil (2nd Gen).
- Created new system interfaces and developer APIs, working with teams across iOS system UI, the Interactive Media Group, and the Human Interface Design team.
- Presented work to Craig Federighi and SWE leadership.

Software Engineering Operations, SWE Intern

Fall '16 - Summer '17

Swift Playgrounds

- DRI for major components of the Swift Playgrounds + Robots project, collaborating with Education Marketing, iOS Networking teams, and third party accessory makers.
- Contributed to and shipped Swift Playgrounds curriculum.
- Produced prototypes and pitched ideas for future versions of the platform.

iContest 2017

- Created an experience to seamlessly connect iPads and Macs for artists.
- Placed 2nd out of 80+ teams.

Northwestern University

McCormick School of Engineering (Fall '17 - Spring '20)
BS Computer Science; Major GPA: 4.0/4.0

CHI Conference - Glasgow, Scotland

May '19

- Paper selected to be presented at the 2019 CHI Conference SRC.
- Published paper available @ <https://dl.acm.org/citation.cfm?id=3308455>

IEEE Showcase Winner

March '19

- Institute of Electrical and Electronic Engineers Northwestern chapter annual competition. Placed 1st for my mobile prototyping tool, Lake.

Creating with Code Club

Spring '18

- Started a club to teach people how to create art with code using Swift.
- 30 students representing all 5 undergraduate schools at NU participated.

Other

Apple Worldwide Developers Conference

'12, '13, '14, '15

- 4-time consecutive scholarship winner (starting at age 14)

Sample Code

- Created new tools for internal teams.
- Primary author for the initial sample code of many of the tentpole features in iOS 11 including Drag and Drop, Core ML, and Core NFC, working directly with teams across the SWE org.
- Assisted the Sample Code team with general sample code review and by contributing to large sample code projects like ARKit and SiriKit samples.
- Worked on projects for what would become the iPhone X.

Apple Worldwide Developers Conference (WWDC) 2017

- Heavily involved in the session planning and rehearsals for tentpole frameworks, including as a DRI, and staffed many of the developer labs.
- Scholarship judging process key contributor, creating criteria and guidelines for Apple employees to follow when evaluating application submissions.
- Presented at the Scholarship Orientation to the scholarship winners about my path to Apple and the work I did on my team.

Program Office, SWE Intern

Summer '16

- Wrote an internal automated testing tool that significantly reduced (generally > 5x) the time it took quality engineers to run tests.
- Wrote a framework to help make writing tests easier that was widely adopted by internal iOS teams. Presented framework to iOS management.
- Hired directly by SVP to contribute to the team.

Worldwide Developer Relations (WWDR)

Summer '16 - Summer '19

- Worked with Apple's WWDR team throughout my time at Apple on the WWDC scholarship program both leading up to and at each conference.
- Helped staff community outreach events to teach students in the bay area about iOS development.

Knight Lab - Journalism + Technology Lab

Spring '18

- Selected as the first freshman ever to participate in the Knight Lab studio.
- Developed a tool that makes it easier for storytellers to build and embed augmented reality visualizations in their stories and projects.

Delta Lab - Human Computer Interaction Lab

Winter '17 - Winter '19

- 2nd freshman ever to be invited to join the lab.
- Submitted a paper with a partner to the User Interface Software and Technology Symposium on our research project.

Launch - Start up Accelerator Program

Fall '17

- Final Pitch Team Winner

Independent Developer

'11 - Fall '20

- 30+ iOS, watchOS, tvOS, and macOS apps published and collectively downloaded in over 140 countries.