

## Curriculum Vitæ

### Education

- 2024 – 2028 **B.S. Mathematics**, *University of California, Santa Barbara*, 4.0/4.0  
2024 – 2028 **B.S. Computer Science**, *University of California, Santa Barbara*, 4.0/4.0

### Experience

- 4/2022 – **Systems programmer**, *UCSB Robotics Lab*,  
7/2023 Designed reproducible and purely functional hermetic build systems. Creating 3D simulacrum of laboratory experiments that are reproduced in real life, using C++, React, and Three.js.  
09/2022 – **Artificial Intelligence Lead**, *FIRST Robotics Team 1280*,  
06/2024 Worked on autonomous decision making and path planning algorithms. Replaced the venerable *BozoAuto* autonomous subroutine with the *DeepBozo* autonomous suite. Designed a novel robot control dashboard with 3D visualization using Rust, Tauri, and Svelte.

### Skills

- Languages Haskell, Rust, TypeScript, Bash, Python, Nu, Nix, C++.  
Development Tauri, React, Svelte, Linux. Deployment Nix and NixOS, Docker and NixOS based service deployment and system administration.

### Papers

#### Preprints

- 1/2024 **The DeepBozo Report**  
[eeXiv:10j4yyvp4so9](#).  
3/2024 **eeXiv Whitepaper**  
[eeXiv:gc3lso8s9tyb](#)  
2/2024 **The LiDAR Whitepaper**  
[eeXiv:my8nrhlzjsq](#)

### Research Projects

- 5/2024 Split Cycle: A New Condorcet Consistent Voting Method Independent of Clones and Immune to Spoilers

### Languages

- English Native Chinese Fluent