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Research Interest My research interests lie primarily in machine learning, data analysis and information retrieval. Education **Cornell University** 2005 - 2010 Ph.D. in Computer Science University of Illinois at Urbana-Champaign 2001 - 2005Graduated with Highest Honors Bachelor of Science in Computer Science Work Experience Carnegie Mellon University Postdoctoral Scientist 2010 - PresentPittsburgh, PA Developed new online learning techniques; worked on deployment algorithms for ambulance deployment. Google, Inc. Search Quality Analysis Intern Mountain View, CA Summer 2009 Analysis user behavior using search traffic. **Microsoft Research** Research Intern Redmond, WA Summer 2007 Optimized ranking functions for web search. **NVIDIA** Corporation Architecture Engineer Intern Santa Clara, CA Summer 2005 Developed internal tools to assist GPU simulation and data mining. Software Design Engineer Intern Microsoft Corporation Redmond, WA Summer 2004 Designed and wrote a customized certificate API for authentication and data encryption. **Microsoft Corporation** Software Design Engineer Intern Summer 2003 Redmond. WA Used DirectX with HLSL to prototype imaging effects that are processed on the GPU. Projects An SVM Approach for Diversified Recommendations Fall 2007 Developed novel SVM approach to optimized a parameterized class of submodular functions for diversified retrieval. An SVM Approach to Optimizing Mean Average Precision Summer 2006 Used a novel approach based on multivariate SVMs to optimize for mean average precision. Finding Influential Blogs via Link Prediction Spring 2006 Used machine learning and link analysis techniques to determine the amount of influence blogs exert on each other. Loss-Minimizing Voting for Machine Learning Ensembles Spring 2006 Explored voting schemes which minimizes a loss function for an ensemble of learning models. Parameter Estimation for MRF-Stereo with Occlusions Fall 2005 Used an EM-method to iteratively compute superior parameters for the baseline MRF-stereo algorithm with occlusions. Fast Ray Intersection Testing on GPU Fall 2004 - Spring 2005 Explored methods of fast ray intersection testing by utilizing an NVIDIA Geforce 6800. Illini Book Exchange 2002-2005 http://www.illinibookexchange.com Worked on development, management and marketing of Illini Book Exchange for the Technology and Management Club at UIUC.

Reflections Projections	Fall	2004
http://www.acm.uiuc.edu/conference/		
Helped plan and manage Reflections Projections 2004 as Treasurer of ACM @ UIUC.		

Activities Cornell Teaching Assistant (TA Excellence Award) Teaching assistant for new course on social and information networks.

> **Cornell Teaching Assistant (TA Excellence Award)** Fall 2005 - Spring 2006 Taught two sections of CS 100M during the Fall and Spring semesters of the 2005-6 academic year. Received award in recognition of performance.

Fall 2006

UIUC ACM Treasurer Fall 2004 - Spring 2005 Managed all financial responsibilities of local chapter of ACM. Assisted the Chair in general management of ACM.

UIUC ACM SIGGRAPH Chair Spring 2004 Managed the local chapter of SIGGRAPH, organized projects and workshops/tutorials