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Philadelphia Poker Tournament and Harvard XR Conference
Spring 2025

April 15, 2025: This weekend, I had the pleasure of experiencing mathematics in action as I competed in Susquehanna International Group's Philadelphia Poker Tournament. After topping an online qualifier, narrowing a field of roughly 200 players to 80, I finished in the top half of the real thing, having gone all-in with 76-suited against someone's A3-offsuit... and the ace held. This was a fantastic opportunity to connect and talk game theory, poker theory, and options theory in the age of tariffs with quantitative traders at my future workplace–I even got a signed deck of cards from Bill Chen, the co-author of The Mathematics of Poker. As always, I'd love to extend my thanks to the Jack Byrne Scholars Program for making this experience possible!

Over the weekend of April 19–20, I attended Harvard's 2025 XR Conference, themed "The Augmented Self." Having previously worked on XR at Dartmouth through the XR Fellowship for the Humanities, I was eager to explore how immersive technologies continue to evolve as a bridge between mathematical modeling and real-world social applications. The conference offered a rich blend of technical demonstrations, keynote talks, and interdisciplinary panels. Among my favorites was XR for Impact and Social Goods, which showcased how immersive tools are being used to address pressing global challenges in healthcare access, education equity, and social justice through powerful case studies. Equally compelling was Immersive Storytelling: Games and Design, which explored how XR empowers artists and developers to prototype and co-create imaginative new worlds. It was a pleasure to revisit a sector of computer science that had interested me in the past, and I'd love to thank the Byrne Scholars Program for the opportunity!