

Confident young professional with a passion for learning, specifically towards software development. Eager to leverage education and training in the software engineering space to support the growth and success of a high-performing organization. Strong track record of setting effective goals and leading teams to achieve those goals. Committed to continuous improvement and driving team success.

WORK EXPERIENCE

Software Engineering Intern

August 2023 – Present

Wayhome Services Co

Austin, TX

- Developed features including mobile responsiveness, geolocation, administrative functionality, and fixed over 50 bugs all throughout the application. Used AASM Ruby State Machines to manage internal states within objects.
- Built S3 storage buckets with MinIO to facilitate scalability, employed several GHA workflows that automate the process of the build & release of the product, and seamlessly integrated unit tests using RSpec for the back-end & Cypress for the front-end to improve operational efficiency by over 50%.
- Collaborated with a cross-functional team to address technical issues and responsible for the implementation of significant UX overhauls across the entire application, resulting in a 30% increase in user satisfaction.
- **Skills** – Ruby on Rails, Docker, GHA, Unit Tests, RESTful APIs, Kanban, Git, Bash, JavaScript, HTML, SCSS.

EDUCATION

Florida State University – 3.92 GPA

August 2019 - May 2023

Bachelor of Science – Computer Engineering

Tallahassee, FL

- Magna Cum Laude, 8x President's List, 2x Dean's List
- Notable Coursework:
 - Swift full-stack mobile app development, C# full-stack app development, Data structures & object-oriented C++, SQL Databases, Computer architecture, UNIX systems, MATLAB/Python development

PROJECTS

Senior Design Project – Mouthpiece

- Engineered a year-long iOS full-stack application aimed towards athletics with three other CpE students.
- Used to share pictures, videos, and provide geolocation functionality for those within the sports community.
- **Technologies Used** – Apple's Xcode & Swift, Google's Firebase & Maps/Places API, Figma front-end design.

Zillow Guessing Gaming – Personal Project

- Created an on-going personal web-app project using Python and web-scraping technologies on the back-end.
- Designed a user-friendly interface that fetches a random Zillow listing and prompts the user to guess the price.
- **Technologies Used** – Python, Flask, BeautifulSoup, pandas, HTML, JS, JQuery, CSS, Git.

C# Full-stack Application – eCommerce

- Produced a C# 2-sided admin/customer eCommerce application with a file system-based database and a working web API to query data used to perform CRUD operations on products within the database.

SQL Database – Multiplayer Game Architecture

- Leveraged mySQL to plot entities associated to the game including user information, friend data, map/score statistics, and tournament functionality.
- Optimized and developed SQL scripts and queries to yield data from various levels of the database architecture.

SKILLS

- C#/.NET, Python, Ruby on Rails, Agile, Git, APIs, Docker, Bash, C++, Swift, Firebase, SQL, HTML, CSS, JS