

WORK EXPERIENCE

Cisco Systems | Software Engineering Intern

June 2018 – Aug. 2018

Python, JavaScript, HTML, CSS

- Re-coded old Cisco libraries to function with new standards.
- Developed an internal website tool, dubbed Yangle, to automate testing script processes.
- Presented Yangle to a board of vice presidents and project leads.
- Earned first prize and received People's Choice Award in the inaugural Cisco Intern Expo.

Motorola Solutions | System Engineering Intern

May 2016 – Aug. 2016

Microsoft Excel, Proprietary System Design Application

- Designed a state of the art, cost-efficient communications network for the public safety sector of Montgomery County, Maryland.
- Collected and analyzed data to optimize RF coverage from tower antennas and allow for future network expansions across the county.

PERSONAL PROJECTS

Kiwi

August 2020 – Present

JavaScript, MongoDB, Node.js, JSON

- Developed an application that assures users efficient resource utilization via predictive statistics calculations.
- Created a robust MongoDB database backend to collect usage data to identify potential improvements.
- Application has a user base of over 100,000 with a 500% user higher retention rate than all its competitors.

Personal Website

June 2018 – Present

HTML, JavaScript, jQuery, CSS

- Developed interactive resume website with JavaScript, jQuery, HTML, and CSS.
- Designed a responsive and interactive UI for both mobile and PC.

Apollo

Nov. 2020 – Dec. 2020

Kotlin, JavaScript, Adobe Illustrator, JSON, HTML, CSS

- Designed and developed an Android app gamification of "Go-No-Go" inhibition testing.
- Built a database to store user account info, including reaction timing, success rate, and more.
- Designed and developed a landing page for the app.

University of Maryland CS Systems Bot

Oct. 2020 – Dec. 2020

JavaScript, Node.js, JSON

- Developed application to streamline daily operations in the Computer Science department at UMD.
- Automates basic responsibilities of student employees to facilitate more efficient processing times.
- Logs task completions and employee notifications for supervisors to view on a dashboard.

Leap

April 2019

Unity Engine, C#, Pyxel Edit, Bosca Ceoil

- Developed video game in 48 hours for Ludum Dare Game Development Competition #44.
- Placed in top 2.8% of entrants in the event.
- Created all art, music, and software assets from scratch.
- Designed and implemented randomized generation systems to increase variety in user experience.

SKILLS

Languages / Tools

Java, JavaScript ★★★★★
C, C#, C++, MongoDB ★★★★★

Workflow

Agile, Scrum, Git

EDUCATION

University of Maryland

B.S. Computer Science
GPA: 3.4 Dean's List

College Park, MD
Dec. 2020