

## EDUCATION

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**University of Maryland Baltimore County**  
*Computer Science, B.S. GPA: 3.76/4.0*

**Baltimore, MD**  
**December 2022**

**Relevant Coursework:** Data Structures, Object-Oriented Programming I & II, Computer Organization & Assembly Language, Principles of Programming Languages, Introduction to Artificial Intelligence, Database Management Systems, Introduction to Data Science, Principles of Operating Systems, Computer Security, Computer Brain Interfaces

## TECHNICAL SKILLS

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**Languages:** Python, C++, SQL, HTML/CSS/Bootstrap

**Technologies:** Django, SQLite3, Snowflake, Looker, Linux, Git

## EXPERIENCE

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**Amobee, Inc. | Engineering Intern** | *remote*

**Jun 2022 - Aug 2022**

- Converged all FTP pipelines within one platform by transitioning legacy feeds produced by complex SQL queries to more efficient SQL queries through Looker models and looks, allowing external customers to access requested data on demand
- Implemented an ETL data application in Scala / Spark aimed at debugging skipped core records and determining underlying issues with data across multiple teams, and allowing data for querying through Zeppelin.

**Red Cat Supplies, Inc. | Sales Associate** | *Brooklyn, NY*

**Mar 2015 - Aug 2018**

## PROJECTS

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**Task Prioritization Matrix Web App** | *Django, Python, Bootstrap*

- Programmed a task management productivity app that allows for prioritizing tasks and goals based on two factors - importance and urgency, also known as the Eisenhower Matrix
- Created a log-in system that allows a user to create an account, store, and manage their tasks long term
- Hosted a web app on a Linode server

**RPG Class Practice Web App** | *Python, HTML, CSS*

- Programmed a role-playing game web app that allows students to engage with the course materials as side and main quests to build experience and prepare for exams
- Created an object-oriented program and a database program that allowed a professor to upload course material such as quizzes, lectures, and exams into relevant sections for students to retrieve and engage
- Worked in a team of 5 people following Agile development protocol

**BCI Simulator: 2-Dimensional Arm & Hand** | *MatLab*

- Programmed a 2d arm and hand simulating a center-out task using an inverse kinematic model and state machines
- Designed a visual representation of a hand & arm simulation using MatLab VRealmBuilder

**CPU Scoreboard Algorithm Simulator (UMBC Coursework)** | *C++*

- Created a program using OOP that simulates a Scoreboarding algorithm that dynamically schedules instructions in the CPU
- The program receives an input text file with MIPS code instructions and outputs a table with instruction assignments and values in registers determined by the Scoreboarding algorithm