

---

## ■ Education

## The University of New Mexico (UNM)

Bachelor of Science in Computer Science: GPA: 3.89

Anticipated Graduation: May 2026

Relevant Courses: Database Management, Fundamentals of Java Programming, Parallel Processing, Data Structures & Algorithms, Software Engineering, Operating Systems, Computer Architecture, Calculus III, Probability & Statistics, Linear Algebra.

Awards: Outstanding Sophomore Award in Computer Science 2024

Dean's List: Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024

---

## ■ Work Experience

### UNM IT Applications

Albuquerque, NM

#### Technical Support Specialist

Aug. 2024 – Present

- Validated CRM data for 200,000+ UNM students, faculty, and courses using SQL in Toad and collaborating with cross-functional teams to reconcile databases, eliminating inconsistencies and improving reporting accuracy.
- Streamlined data workflows by automating and scheduling over 40 routine tasks in Appworx, ensuring consistent and accurate morning checks.
- Designed and documented 15+ CRM validation and data models in Confluence, authoring detailed ER diagrams and data dictionaries, standardizing structures and cutting data errors by 30%.

### UNM Academic Technologies

Albuquerque, NM

#### Computer Consultant

Aug. 2023 – Aug. 2024

- Diagnosed and resolved over 500 hardware and software issues annually with a 98% first-contact resolution rate by developing Mac/Windows procedures and guiding 100+ pod users, streamlining troubleshooting and boosting satisfaction.
- Maintained 150+ desktops, laptops, and AV systems across 25+ classrooms, ensuring 99% operational availability.

### UNM Zimmerman Library

Albuquerque, NM

#### Library Assistant

Sept. 2022 – Aug. 2023

- Guided an average of 80 patrons daily in locating print and digital materials using catalog systems and online databases, reducing research lookup time by 25%.
- Provided hands-on technology support for 20+ users per day on public computers, printers, and electronic resources, cutting average user downtime by 30%.

### Robotics Association of Nepal

Kathmandu, Nepal

#### High School Mentor and Research Intern

Sept. 2021 – Feb. 2022

- Mentored 300+ students at five government and private schools and colleges about basic robotics concept and organized six robotics exhibitions to showcase hands-on projects..
  - Engineered 6+ Arduino-based robots and IoT prototypes, including line-following, obstacle-avoiding, WiFi-controlled robotic arm, smart plant moisture monitor to introduce students to embedded systems and IoT concepts.
- 

## ■ Projects

**City Locator API | Python, Flask, Google Maps API:** Built a Flask web service integrating Google Maps Geocoding API to return JSON geolocation details (latitude, longitude, continent, country, state) for any city, with input validation and error handling.

**Soccer Robots Competition | Arduino | C++ :** Wrote C++ firmware for six Arduino-based soccer robots (Bluetooth control, PID motor loops, autonomous routines), assembled hardware, led testing, and secured first place.

**FIRST Global Challenge Robot | Java, FTC SDK :** Collaborated on prototyping and testing a basketball-shooting robot built on the REV Robotics Control Hub; developed Java-based shot-calibration algorithms that improved accuracy by 20% and executed durability testing to ensure competition readiness.

---

## ■ Skills

- Programming Skills:** Python, Java, C, C++, CSS, JavaScript, SQL
  - Developer Tools:** Git, Github, Toad, AppWorx, Boomi, Visual Studio Code, IntelliJ IDEA
  - Libraries & Frameworks:** Flask, Arduino SDK & core libraries, Node.js, Pandas, PySpark, JDBC, Geocoding API
  - Cloud Platforms:** Microsoft Azure, Azure Web Services, Google Cloud Firestone
-