

Name

Email | Phone Number | LinkedIn | Github

EDUCATION

University | Town, State

Expected May 2025

Bachelor of Science in Computer Science, **GPA:** 3.956/4.0

Coursework: Discrete Structures, Data Structures, Differential and Integral Calculus, Multivariable Calculus

Awards: Scholarships, Honor's Program, Dean's List

EXPERIENCE

University | Town, State

Research Assistant | Professor - Department

June 2022 - Present

- Assisting research professor by creating web-based augmented reality experiences with AR.js and A-Frame to visualize the scale and impact of TOPIC
- Utilizing the WebXR API to create prototypes to demonstrate augmented reality concepts like hit-testing and anchoring to the Professor and team members
- Creating mushroom cloud and 3D city models with three.js and Blender to improve user experience
- Building Webpack configurations to modularize code and make testing easier for future developers

Student Assistant | University Career Center

October 2022 - June 2022

- Analyzed event attendance data with Excel to identify specific times/days where the ratio of student attendance to prior registration was low, allowing staff to reallocate an additional 3 hours per week to more productive tasks
- Created monthly dashboards in Excel that summarized graduate and undergraduate engagement at different events and presented the results to the Executive Director of the career center

Starbucks | Town, State

June 2022 - Present

Barista

- Making high quality espresso and tea-based beverages according to company standards to ensure customer satisfaction
- Connecting with regular customers by memorizing their orders to increase rapport and improve brand loyalty

INDEPENDENT PROJECTS

Reverse ATS (Python/Selenium)

June 2022 - Present

- Developing Chrome extension with a Flask backend that utilizes Selenium to scrape job descriptions from LinkedIn to automate the process of comparing and tailoring resumes to specific roles
- Writing 10+ unit tests in pytest to ensure web scraper accuracy and to detect any changes in LinkedIn's page structure

Notion Powered Blog (Python/Flask)

May 2022 - June 2022

- Created a Flask application that parses blog post properties from Notion API requests and displays them using HTML and Jinja2 templating to make writing and styling blog posts easier

Window Form: Note-Taking (C#/.NET)

January 2022 - February 2022

- Developed a Winform application with the .NET framework to locally store notes in Rich Text Format files
- Created style functionality for bolding/italicizing/underlining text, creating lists, and changing font/font size with C# to improve note organization and appearance

Unity Game: Jelly Joust (C#/Unity Scripting API)

June 2021 - August 2021

- Developed an input system that uses WASD keys to move the player and the mouse to control a lance weapon
- Created a difficulty system with a basic UI that allows the user to change the size of target shields
- Designed a jousting arena out of basic primitives and textures to improve visuals and constrain gameplay

SKILLS

Frameworks: Flask, .NET

Languages: Python, JavaScript, C#, HTML, CSS

Software: Blender, Unity, Webpack, Node.js, Visual Studio Code, Git, Notion, Microsoft Excel