

## EDUCATION

### Johns Hopkins University

Baltimore, MD

BS

May 2024

Candidate for B.S. in Computer Science and Applied Mathematics and Sciences

Graduate Year: 2024

Coursework

Data Structures, Discrete Mathematics, Intermediate Programming, Introduction to R, Computer Science Fundamentals, Linear Algebra, Differential Equations, and Fullstack Javascript

## RELATED EXPERIENCE

### DELIENO

Baltimore, MD

Scrum Manager

February 2021 - Present

- Instructed a small team of 4 undergraduate students by training, supervising, and supporting
- Entrusted with working on a Unity simulation with a team of 3 people and also maintaining/developing website
- Managed a code base and created projects with a variety of languages (JS, C#, and Python)

### HOPMC - HOPKINS MINECRAFT ORGANIZATION AND CLUB

Cypress, TX

Head Developer

June 2020 - Present

- Constructed and maintained a variety of plugins for a Minecraft server and 300+ person club
- Managed a variety of file sharing systems and VMs as well as online servers for 24 hour runtime

### HOPHACKS

Baltimore, MD

Team Member - COVIDTracker2020

Summer 2020

- Organized and supervised a team of four and created a competition grade website in 24 hours
- Competed and assembled a project by gathering various API's, Google Cloud Platform, and Wordpress in 24 hours

## PROJECTS

### TRAFFIC SIMULATOR

Python

Summer 2020

- Produced a custom real-life traffic simulation with a team of 2, tracking and recording possible vehicle paths for the purposes of future development with machine learning
- Tested and Displayed a interactive visual of the data computed by the simulation for use of education and analysis for future development

### DISCORD QUIZ BOWL BOT

Python

Spring 2020

- Led team of 2 to implement an automated testing program for students in Science Bowl clubs in Cypress, Texas
- Maintained and updated a custom solution developed for the purposes of testing on Discord with multiple possible future paths for scalability

### GAME DESIGN (3D TETRIS, MULTISTAGE MINIGAME)

C#

Spring 2019

- Imagined and produced 2 entertaining multi-step games for the purposes of education in the Unity ecosystem
- Designed several new models, decals, and script-functionality with the purposes of repeated future development and repeatability

### OPTICAL CHARACTER RECOGNITION

Java

Spring 2019

- Lead a small team of 5 students in order to develop a reusable OCR program
- Researched possible projects and uses of OCR systems to exhibit the importance of computer vision in a specified workload

### SPEECH RECOGNITION AND ENCRYPTION

Python, Google Cloud Services

Fall 2019

- Designed and implemented encryption and decryption software over 1-week
- Programmed morse code and various 3 input sources - allowing for more general deployment

## SKILLS

- Skills: File Systems, Python, R, C, C++, Java, Servers (building and maintaining), Research, content creation, Photoshop, Excel, Premiere Pro, Unity, Word, Visual Studio Pro, Eclipse, Google Cloud Hosting, CAD