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Outline Summary: Full Stack Software Engineer since 2015 with experience in mobile, web, and cloud development. Other: Developed EdTech platforms for preschools and HigherEd institutions (kopila.co) (acropol.is).

# **EXPERIENCE**

# Lead Engineer | Acropolis Education

Co-founder | May 2019 - present | Hammond, LA

- Led 4 remote developers through development of an EdTech platform "PortableLion" for college students to access their homework, campus map, campus news, and help desk support.
- Tested beta app with 1,300 users and iterated with user feedback to achieve >27% weekly retention every week over 8 mos.
- Supported user growth upto 100x by migrating backend components run on a single Linux instance to a private cloud on AWS, utilizing Cloud Formation, ECS, CodePipeline, CloudWatch, S3, and Route 53.

# Software Engineer (Part-time) | GCR

April 2017 - March 2018 | Covington, LA

- Coordinated with the Director of Marketing to build company website representing 9 branches across US and 38 solutions used in Airports, Transits, Energy, and Government sectors (gcrincorporated.com).
- Fixed bugs around digital filing cabinets for Virginia state and Alaska state in cross-functional teams of 11-15 people.

# Flask/JavaScript Developer | Eight Byte Creative Studio

Co-founder | Jun 2015 - August 2016 | Kathmandu, Nepal

- Prototyped v1 of EdTech platform "Kopila", a child development platform currently used by 70+ preschools in Nepal to provide remote learning during COVID-19 (kopila.co).
- Participated in a nationally-reputed incubator program in Nepal for six months with 750 other ideas to develop the first public bus navigation of Nepal, and was awarded as top 24 finalists by the International Director of Telia Communications (Ncell).

# **PROJECTS**

### ServerChef

Easy local web hosting solution focused on providing identical development and production environment using vagrant Ubuntu boxes.

#### **Awesomest Board**

Real-time collaborative drawing board featuring brushes, colors, undo/redo, and invite up to 8 members.

#### Rubik's Cube

3D Rubik's cube simulator and solver with tutorials for beginners.

#### **Empathy**

Multi-threaded event-driven C++/OpenGL graphics engine which takes instructions on a JSON file to render text, waves, and math functions.

## **EDUCATION**

### **BSc Mathematics, Computer Science**

(Physics minor, honors diploma)
Southeastern Louisiana University

### **Online Learning**

Machine Learning Fundamentals (Stanford U.) Cryptography (Stanford U.) Neural Networks and Deep Learning

#### **SKILLS**

### Programming Languages

Python, JavaScript, C#, PHP, C/C++, Go

#### Frontend

React/ Native, Redux, Lodash, Material Design

#### Backend

Node.js, .NET, Codelgniter, Flask, nginx,, k8s

#### Others

AWS (VPC, ECS, CI/CD, Cloud Formation). Linux Docker, domain management

#### RESEARCH

# **ROOMIE-1**

Fabricated a weather balloon payload for NASA Columbia Weather Balloon Facility over 12 months in a team of 5 scientists. (https://bit.ly/ROOMIE-1)

### **EEG Single-Trial Classification**

Fine-tuned hyperparameters of an EEG/ECG classification pipeline to study mental arithmetic and visualization activities in the brain and improved classification accuracy by 3.8%. (https://bit.ly/eeg-supervised-class)

#### INTERESTS

Soccer, Big Data, Cloud Computing