

## EDUCATION

**Cornell University, College of Arts & Sciences** – Ithaca, NY

Bachelor of Arts received May 2020

Major: Computer Science

Relevant Courses: Object-Oriented Programming and Data Structures | Analysis of Algorithms | Intermediate Design and Programming for the Web | Discrete Structures | Computer System Organization and Programming | Foundations of Artificial Intelligence | Data Structures and Functional Programming | Foundation of Robotics | Machine Learning | Short Course in MATLAB | Advanced Game Design | Calculus II | Linear Algebra | Basic Probability | French Intermediate Composition and Conversation I | Greek Mythology

**Northside Charter High School** – Brooklyn, NY

Diploma Received June 2013

GPA 4.0; Honor Roll student every semester

Member of the National Honor Society

Valedictorian

## TECHNICAL EXPERIENCE

Spectacle! – C++ Game Developer

February – June 2020

- Contributed ideas in a small collaborative team of designers and programmers to create a pinball style game
- Worked closely with programming team to architect, build, refactor, and maintain a code base for Android, iOS, and Windows builds
- Solved platform specific game issues
- Executed significant implementations of gameplay routines and game features
- Aided designers in level design

JetBlue Airways – Product Engineering Summer Intern

June – August 2019

- Assisted team members with deploying code to the CI/CD pipeline
- Conducted data analysis on NoSQL databases based in Microsoft Azure to prepare queries for preboarding procedures
- Conducted data analysis for a 5-member team to present to C-level executives a customer service strategy that saves \$2.3 million annually
- Participated in a Scrum environment with collaborative tools such as Jira Bitbucket, and Confluence

Machi Koro – OCaml

October – November 2018

- Fully implemented the board game Machi Koro as a text-based turn-based game in a functional language
- Created a user-friendly text-based engine that provided excellent playability with easy to understand commands, comprehensive game flow, and instructions
- Designed a type to store all the information of the state of the game and all the necessary functions to modify it
- Used the Yojson.Basic module to create and load card decks, load expansion packs, and save and load games

Ceremonia Bakeshop – Php, JavaScript, and SQL

June – August 2018

- Created and designed new desktop and mobile site content architecture and navigation scheme for a family owned bakery in Brooklyn
- Provided administrator portal to the owners where they have full control of all functionalities of their website, such as a user interface to edit databases containing pictures, menu items, locations, hours, and a contact information for customers

MIPS Processor – Logisim

March 2018

- Recreated a fully pipelined 32-bit MIPS processor in Logisim
- Designed separate logic circuits for different instructions in order to keep functionalities separate and easily accessible to other stages of the processor
- Integrated memory reading and writing capabilities into the processor design for simulations to properly utilize RAM functionalities
- Provided a system for forwarding values during processing to optimize execution time and get rid of NOPS

## ADDITIONAL EXPERIENCE

**Cornell Sabor Latino Dance Ensemble** – Ithaca, NY

Logistics and Event Coordinator

December 2016 – December 2017

- Led a team of 3 to plan social events with other organizations on campus
- Coordinated in person and through email with university officials to plan campus wide social events
- Managed event logistics for the organization

## SKILLS & INTERESTS

**Programming:** Java | C++ | Python | OCaml | SQL | JavaScript | HTML | PHP | MATLAB

**Languages:** English | Spanish (Native) | French (Intermediate)

**Interests:** Music Theory | Educational Videos | Jiu-Jitsu | Latin Dance | Marvel and DC Comics