







#### **EDUCATION**

Rohnert Park, CA Expected Graduation: May 2027 **Sonoma State University** 

BS in Computer Science

• Relevant Coursework: intro to Unix, Data Structure, Software Design & Development, Database management System, Computer Science Colloquium Mendocino College Ukiah, CA Graduation: May 2025

AS for Transfer in Computer Science

Relevant Coursework: Programming & Algorithms I&II, Computer Organization & Architecture, Calculus 1&2, Discrete Math.

### **TECHNICAL SKILLS**

Languages: Python, Java, JavaScript, TypeScript, HTML, CSS, SQL, C++, Go, Bash

**Technologies:** React, Next.js, Node.js, Django, Express.js, Tailwind CSS.

Libraries/Tools: Pytorch, Tensorflow, Pandas, NumPy, OpenCV, Git/GitHub, VS Code, CLion, PyCharm, Figma, PostgreSQL, MongoDB, AWS, LangChain.

### **WORK EXPERIENCE**

#### Mendocino College — Sustainable Technology Program

Ukiah, CA

IT Support& Software Developer

*Jan 2024 – June 2025* 

- Built and maintained software used to analyze spectroscopic data from the CAMS spectrograph; work supported research by teams at the SETI Institute and NASA.
- Optimized the analysis workflow, reducing processing time by ~95% and increasing dataset throughput.
- Supported 27 faculty and 500+ students with technical issues, coordinating with campus IT to restore services quickly.

#### Mendocino College — MESA (Mathematics, Engineering, Science Achievement)

Ukiah, CA

Tutor (Calculus I–II; Data Structures & Algorithms)

*Dec 2024 – May 2025* 

- Supported a cohort of 50+ students through weekly small-group sessions and 1:1 tutoring in Calculus I–II and Data Structures & Algorithms.
- Led coding labs primarily in C++ (with examples in **Java** and **Python**) on stacks, queues, hash tables, binary trees, and graphs; emphasized problem-solving and Big-O analysis.
- Unblocked students on lab assignments by reviewing code for correctness/readability and guiding debugging and test-driven approaches.

#### Student Senate for California Community Colleges (SSCCC), Region I

Sacramento, CA *Nov 2024 – June 2025* 

Treasurer Region I

- Oversaw budget serving 2.1M+ students across 116 colleges, driving full transparency with monthly reports.
- Streamlined reimbursements with new systems, boosting fund utilization by 68% and launching "Budget 101" workshops for campus leaders.
- Built live financial dashboards and expanded funding access, enabling student-led events and statewide outreach while ensuring compliance.

**Reality AI Labs** Remote

AI Engineer Intern

April 2024 – Sept 2024

- Built ReX, an AI career coach powered by OpenAI API + Google Gemini, delivering personalized coaching, mentorship, and job-search support across the learner lifecycle.
- Implemented adaptive ML that tailored guidance to each learner's goals and progress, boosting coaching throughput by 40%.
- Shipped RAG over resumes, job posts, and course content using LangChain/LlamaIndex, embeddings, and a vector DB (FAISS/Pinecone) to ground answers and cut generic responses.
- Designed an eval harness with unit tests + A/B testing and Weights & Biases tracking to validate improvements before rollout, instrumented telemetry for quality and latency.
- Productionized APIs with Python/FastAPI, Redis caching, Docker, and GCP/AWS services; monitored reliability and kept p95 latency low under load.

### Web3 Labs

San Franscico, CA

Feb 2024 – June 2024 Software Engineer Intern Engineered robust backend systems with Java, Spring Boot, and Hibernate, slashing manual data handling by 80% and boosting development efficiency.

- Integrated Kafka for high-speed, real-time data pipelines—40% faster transfers—and deployed Snowflake on Azure to cut query latency by 25%, enhancing scalability and performance.
- Delivered cloud-ready, enterprise-grade services that dramatically improved data flow reliability and operational agility.

**Kundwa Health** Kigali, Rwanda

Software Developer

Dec 2021 – Jan 2024

- Built an HTML5 Canvas + JavaScript web game hosted by Kundwa health to teach Sexual and Reproductive Health and Rights (SRHR)& mental health topics to the youth.
- Drove a 65% improvement in adolescent SRHR in pilot sessions.
- Designed board-game-style quizzes, progress tracking, and a service-finder screen to connect youth with youth-friendly care.
- Collaborated with a Rwanda-based youth nonprofit organizations to localize content (Kinyarwanda/English) and make examples culturally
- Recognized as the "Most Innovative Solution" during iAccelerator bootcamp (May 2024) led to securing \$15000 from Hanga Pitchfest 2024.

### **PROJECTS**

UC Berkeley- AI Hackathon

Full-Stack Multi-Agent AI Cybersecurity Platform Social Agent

- Built FastAPI/WebSocket + Three.js system simulating 9 social engineering scenarios with GPT-4 powered agents.
- Designed scalable microservices with **Docker** & **PostgreSQL**, enabling seamless transition from demo mock agents to enterprise LLM deployment.
- Delivered AI-powered analytics with conversation analysis, vulnerability detection, and automated security reports for organizational training.

### Dejavas — AI Marketing Intelligence Platform

- Built FastAPI + LangGraph system with autonomous AI agents, deep persona DNA, and 22+ production-ready APIs.
- Delivered Grammarly-like extension with real-time content scanning, multi-language/voice analysis, and integrations across Slack, Discord, Shopify, and WordPress.
- Deployed PostgreSQL, Redis, Prometheus, Grafana, and CI/CD pipelines with 300+ tests, ensuring scalable and reliable performance.

## CodeQuest Jr. —Gamified Python Learning for kids CodeQuest Jr.(Littlekids)

- Architected CodeQuest Jr. React+TypeScript SPA (25+ components) with Pyodide workers for client-side Python; Vite-optimized to ~0.5 MB; added hidden autograder + staged hints for instant feedback.
- Shipped 25 levels (drag-and-drop → Python), Canvas/Web Audio effects, progress saves, and educator analytics; deployed on Vercel with GitHub Actions CI and per-PR preview deploys.

### FunHealth — FunHealth

Designed and built Board-game quizzes, service finder connects Rwandan youth to SRHR care.

# EXTRACURRICULARS AND AWARDS

- 2x National Bank of Rwanda Schools Quiz Challenge winner 2020 &2021.
- ColorStack Member & NSBE Member 2024-present NVIDIA Summer Bridge Program Participant 2024
- ColorStack Member & NSBE Member 2024-present
- Codepath Intermediate Technical Interview Prep Course Participant 2025
- Activities Director in Associated Students of Mendocino College 2024-2025.
- President of AI Building& Startup club at Sonoma State University 2025.