

EDUCATION

University at Buffalo, The State University of New York

- B.S. in Computer Science, Expected May 2019
- Minors in Mathematics GPA: 3.4 Honors: Dean's List

EXPERIENCE

InteractiveX Inc, Software Developer Intern Buffalo NY, January 2018 – Present

- Working on Classavo through the Django Framework, an LMS with a focus on creating interactive e-textbooks.
- Implemented front-end improvements with Google's Materialize and Open Source APIs to further improve the UX.
- Implemented new back-end features by working through the Digital Ocean Spaces API to store course data for instructors and the market place.

Intro to Computer Science I, Teacher's Assistant Buffalo NY, January 2017 - Present

- Give weekly labs to students in the course
- Explain complex Java concepts in small group setting; grade assignments and examinations
- Hold office hours for individual student discussion

Levittown Public Schools, IT Specialist

Levittown NY, June 2017 – September 2017

- Created images using Windows System Image Manager and deploy on a mass scale to update applications and operating systems for students and teachers
- Wrote PowerShell scripts to automate processes to handle Wi-Fi password inputs and key inputs for applications without the need for manual input.

STRENGTHS

- **Programming languages:**
 Proficient: Java, C++, JavaScript (jQuery), Html, Css (Bootstrap, Materialize), PHP
 Familiar: C, Verilog, Sml, Lua, MySQL, SQLite3, C#, Python (Pygame, Django),
• **Other Skills:** Git, PowerShell Scripting, XAMPP, Unity Engine, Digital Ocean, Turkish, Japanese

PROJECTS

All project names have links

NAds

- A Web Browser that was made at UB Hacking 2016. Implemented history data, forward, backward capabilities and search engine (Google, Bing) search bars. Built with Java Swing and OOP models.

Ratz Instagib Clone

- Game-mode in Garry's Mod that is a clone of the popular game Ratz Instagib. Implemented teams, scoring system, weapon layouts and networking between client and server side processes. Built with Lua.

SML Interpreter

- Interpreter that was made in CSE 305. Handles most conventional commands in contemporary languages. Like functions, function calls, local variables, global variables, recursion, and different scoping rules. Built with Sml.

Incendium

- A complete 2D platformer. Made at UB Hacking 2017. Implemented scoring system, player movement and animation, hit-boxes, death collision and normal collider collision. Also had original music and original 16-bit art. Built with C# and the Unity Engine.

Personal Website

- My personal website that has all my completed projects/on-going projects, as well as my GitHub, LinkedIn, and resume. Built with Html, Css, JS, and OCanavs.js

TubeV Tube Website

- Synchronized Player website that is still under development. Will have the functionality of synchronized video playback with multiple parties ([example](#)) and YouTube search with the YouTube API. Built with Html, Css, JS, PHP, and MySQL.

RELEVANT COURSES

- Data Structures, Algorithm Analysis and Design, Introduction to Programming Languages, Web Development, Theory of Computation

ACTIVITIES

Association for Computing Machinery, UB Buffalo NY, 2016 - Present

- Main Club for the Computer Science Department at UB

Diversity Committee

Buffalo NY, 2017 – Present

- Focused on improving diversity within the student body of the Computer Science Department

UB Hacking Sponsor Team

Buffalo NY, 2017-Present

- Working with Sponsors for the UB Hackathon

Hackathons

Buffalo NY, 2015-Present

- UB Hacking 2015, UB Hacking 2016, UB Hacking 2017