

<b>Objective</b>	To obtain a software development internship at Pariveda Solutions during the summer of 2018	
<b>Interests</b>	Artificial intelligence, distributed systems, software architecture, hardware programming	
<b>Education</b>	<b>Texas A&amp;M University</b> , College Station, TX, May 2019 <i>Bachelor of Science in Computer Science, Minor in Mathematics</i> GPA: 4.0	
<b>Courses</b>	<ul style="list-style-type: none"> <li>• Introduction to Program Design and Concepts</li> <li>• Data Structures and Algorithms</li> <li>• Discrete Structures for Computing</li> </ul>	<ul style="list-style-type: none"> <li>• Linear Algebra</li> <li>• Programming Languages</li> <li>• Computer Organization</li> </ul>
<b>Skills</b>	<b>Proficient</b>	Java (7+ years of experience), C++, JavaScript
	<b>Intermediate</b>	Haskell, Python, Ruby, Git, React, HTML, CSS
	<b>Exposed</b>	
	<i>Languages</i> <i>APIs</i> <i>Software</i>	C, C#, MatLab, LabView, PBASIC, MySQL OpenGL (1.1, 2.1, 2.2), LWJGL, JUnit Adobe Photoshop/Fireworks, Maven, Node.js
<b>Projects</b>	<ul style="list-style-type: none"> <li>• Built a website from scratch (Fall 2017; HTML, JavaScript, CSS)</li> <li>• Programmed a graphical game using FLTK (Spring 2017; C++)</li> <li>• Trained neural networks to play tic-tac-toe (Spring 2017; Java)</li> <li>• Programmed a marble sorter using LEGO NXT (Spring 2017; EV3BASIC5ME)</li> <li>• Implemented a feedforward neural network with gradient descent (Spring 2017; Java)</li> <li>• The board game Battleship in multiple languages (Fall 2016; Python, Ruby)</li> <li>• Connected a Raspberry Pi to a Naze32 flight controller (Summer 2016; Python)</li> <li>• Dynamic inter-server communication network (Spring 2014; Java)</li> <li>• Implemented Conway's Game of Life (Fall 2013; Java)</li> <li>• Virtual Laser Chess (Fall 2013; Java)</li> <li>• Made many additions and modifications to the game "Minecraft" (Summer 2011-2016; Java)</li> </ul>	
<b>Work</b>	<b>Texas A&amp;M University</b> , 400 Bizzell St, College Station, TX 77843 August 2017 – December 2017 <ul style="list-style-type: none"> <li>• Serve as a peer teacher for CSCE 121, Introduction to Program Design and Concepts</li> </ul> <b>Sympliact</b> , 1505 Emerald Plaza, College Station, TX, 77845 February 2017 – July 2017 <ul style="list-style-type: none"> <li>• Worked on a team developing medical software for a local surgeon</li> <li>• Acted as full-stack web developer and project manager</li> </ul>	
<b>Activities</b>	<b>Aggie Artificial Intelligence Society</b> , Texas A&M University, Fall 2017 <ul style="list-style-type: none"> <li>• Discuss and implement modern AI techniques</li> </ul> <b>Aggie Coding Club</b> , Texas A&M University, Fall 2016, Spring 2017 <ul style="list-style-type: none"> <li>• Managed a group of 5 working on a website for the club</li> </ul> <b>Aggies Invent IoT</b> , Texas A&M University, October 2016 <ul style="list-style-type: none"> <li>• Created a traffic control system using hardware and software programming</li> </ul>	
<b>Languages</b>	<ul style="list-style-type: none"> <li>• Basic proficiency in German (4 years of high school experience)</li> <li>• Basic conversational Italian</li> </ul>	
<b>Awards</b>	<ul style="list-style-type: none"> <li>• Texas A&amp;M President's Endowed Scholarship</li> <li>• National Merit Scholar Finalist</li> <li>• National German Exam (level 4) Gold Award</li> <li>• National AP Scholar Award</li> <li>• "Best Game" at Codeday Houston Winter 2014</li> </ul>	