

WORK EXPERIENCE

Software Engineer Intern	NBCUniversal	June 2023 – Aug 2023
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- Conducted department-wide research on improving developer workflow, and addressed some of the findings through implementing various features for multiple internal PM/DX software
- Integrated in-house agile PM software with GitLab API to streamline the story to PR workflow
- Built reusable components for department's component library, such as a Gantt chart timeline view
- Refactored applications, upgraded Angular version, and set up linting, Git hooks, and GitLab CI

Software Engineer Intern	JPMorgan Chase & Co.	June 2022 – Aug 2022
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- Implemented a recommendation feature for JPMC's regulatory compliance library application, which contained 15 million indexed citations. Built with **Elasticsearch**, **Angular**, and **Spring Boot**
- Designed POC architecture diagram and demoed final product to multiple stakeholders
- Interviewed department leaders and explored firmwide machine learning integration initiative
- One of 8 high school interns accepted to JPMC's F&O program for first-gen low-income student

Software Engineer Intern	Snapbrillia	July 2021 – Sept 2021
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- Worked directly with product owner and took ownership over core features, including an online candidate coding assessment platform built with **React**, **Express**, and **MongoDB**
- Deployed the final product to Heroku on Alpha launch day and set up deployment NPM scripts
- Onboarded new members and guided new intern during a 2-week code pair program

EDUCATION

Rochester, NY	University of Rochester	Aug 2022 – Dec 2025
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- B.S. in Computer Science and minor in Economics (GPA: 3.65)
- Activities: RocLab Developer, DS&A Workshop Instructor, SASE CS mentor, MLH DandyHacks winner
- Courses: Computer Organization, Data Mining, Theory of Computation, Foundations of AI, DS&A, OOP, Statistics, Discrete Math, Linear Algebra, Microeconomics, Japanese I

PROJECTS

- **Angular Initializer** – Webapp to set up Angular project with linter, formatter, CI, and custom integration with popular libraries. Supports quick scaffolding of routes and modules
- **Nearvents** – Ionic app for students to discover nearby campus events and communities. Includes features such as home feed, maps, and an in-app economy system. Winner of DandyHacks '22
- **Godot RPG** – Zombie shooter prototype with features such as dialog system, interactive storage & inventory, level system, enemy loot table, and loadout for multiple weapons.

SKILL

- Programming Languages: TypeScript, JavaScript, Python, Java, C, C++, R, x86, HTML, CSS
- Technologies: React, Angular, React Native, Fastify, Express, Spring Boot, Firebase, MongoDB, Git
- Interests: UI/UX, Developer Workflow, Game Development, Artificial Intelligence