

EDUCATION Stony Brook University, Stony Brook, NY

Expected Graduation: May 2021

Dean's List: Spring 2018

Major: Computer Engineering

Relevant Coursework: Introduction to Object-Oriented Programming, Introduction to Data Structures and Algorithms, Computer Techniques for Electronic Design I, Digital Systems Designs, Electrical Circuit Analysis I, Computer Techniques for Electronic Design II, Electronics Laboratory A, Digital Design Using VHDL and PLDs

Programming Languages Java, Python, C/C++, Javascript, JQuery

Experience **Kidoyo - Mentor** January 2019 - Present
Long Island, NY

- Teaching students from grades K-12 in subjects including: Java, Python, JQuery and HTML/CSS/JS
- Develop challenges, lessons, and badges for kidOYO's online learning platform for full-stack web development skills

Local Buisnesses June 2018 - September 2018
Dobbs Ferry, NY

- Designing, developing and implementing websites using the bootstrap framework for local businesses in Dobbs Ferry

FIRST Robotics - Student Mentor January 2018 - Present
Townsend Harris HS, Steelhawks

- Assisting students with robot designing and gameplay strategies
- Supervising manufacturing and assembling of robot parts and subsystems
- Assisting students with web and mobile app development

Stony Brook Robotics Team-Communication Subteam Member
September 2017 - May 2018

- Formulated robot communication methods and distribute information to other subteams through the Linux environment
- Implemented testing methods in C++ to ensure quick and efficient transmissions between modules

Projects **Hope Somewhere** - Heat map of the United States that provides a unique perspective on population gender balance. Created during SBU hacks using the Heatmap API.
ticTacToe - Program using the Android Studio framework to play the two player game of Tic Tac Toe
Connect4 - Program in Java to play the two player game Connect 4
myBudget - Budget app program in JavaScript that allows the user to add the income and expenses for a certain month
Digital Clock - Assembled Digital Clock programmed in C
Pig-Game - A dice game built with JavaScript where each turn, a player repeatedly rolls a die until either a 1 is rolled or the player decides to "hold" the score.