

Education

State University of New York: University at Buffalo

August 2016 – Expected May 2020

B.S. Computer Science

- **Related Coursework:** Intro Algorithms, Discrete and Data Structures, Data Intensive Computing, and Digital Systems

Technical Skills

Programming Languages:

Java, C++, Python, R, Scala, JS

Other:

LAMP (Linux, Apache, MySQL, PHP), Git, HTML, CSS, XML, Bootstrap, GIMP, Microsoft Office

Work Experience

NYC Health + Hospitals

July – August 2018

IT Consultant Intern - Manhattan, NY

- Deployed and imaged more than 300+ computers in multiple hospital sites throughout NYC
- Assisted in troubleshooting computer technical problems
- Constructed a project on establishing TCP Communications between multiple computers in **Java**.

Deno's Wonder Wheel Amusement Park

May - August 2016

Game Attendee - Brooklyn, NY

- Worked in customer service to resolve issues with clients
- Promoted the business by public speaking to attract customers

Extracurricular Activities

Intramural Project: ROS Quality Assurance Algorithm Development

February – May 2018

Back-End Developer

- Succeeded simulating and preforming a UR(Universal Robot) robotic arm to execute motions
- Logged mathematical waypoints of the robotic arm's movements and applied the data in a **Python** script
- Operated the Python Script in Ubuntu for ROS(Robot Operating System)

University at Buffalo Nanosatellite Laboratory Club

March 2018 – Present

Active Member

- Interacted in nanosatellite discussions and did **Scala** functional programming while part of the software team

Personal Projects

Twitter Application Development

- Developed a twitter application in **R** with Twitter API to gather over 10,000 tweets using with hashtags relating to the user's keyword input using **rtweet** library
- Formulated a data set of tweets consisting usernames, text, and lat/longitudes into Excel csv files.
- Hosted a **Shiny** web server generating United States heat maps that displays the amount of users in each states that used the keyword in their tweets

Attack of The Havocking Horde - Game Programmer

- A 2D single player defense game built by **Java** from ground up
- Implemented 2D physics calculations of animated game objects
- Learned game concepts of game looping, graphical buffering to display, and rendering efficiency
- Animated in-game characters, entities, etc. through the use of **GIMP**

TradeMe - Front End Web Developer

- Self-studied **HTML**, **JS**, **CSS** and used **Bootstrap** library to design a trading website.

LAMP Web Server with WordPress

- Successfully ran a local **WordPress** website using the **LAMP** stack on Raspberry Pi

Awards

Grow with Google Challenge: Android Dev Scholarship

- Explored Android Development with **Android Studio**, **XML**, and **Java**