

OBJECTIVE: To gain hands-on experience that will further develop my career and skill set in software development.

PROJECTS:

Schwifty Client

Designer/Lead Developer

July 2020 - August 2022

- Took the very popular game “Minecraft” and added my own features to it, such as “Tracers: draws a line to any nearby players”, “Macro: auto-send commands with a push of a button”, and much more. The biggest addition is the ability to record users movements and actions within the game, and then replay them with perfect accuracy. Very similar to the concept of “Scripting”.
- Added a verification process that connected to a database of encrypted user IDs so only people that I whitelist can use the client.
- Added multi-layer protection against reverse-engineering my code, breaking into the client, or attempting to bypass the verification process.
- Made a custom installer that installed the client onto the user's computer with a push of a button. This would create all the necessary folders, install the client, and generate a unique ID that only the user's computer would have.

Multiplayer Game

Designer/Lead Developer

November 2021

- A simple game in C that connects to a user-entered server and port which can host up to four players. Players will then collaboratively complete the goal of collecting tomatoes.

Shell

Designer/Lead Developer

October 2021

- Made a working terminal in C complete with functions such as cd, bg, kill, and could use all basic functions as a normal terminal in addition to running other programs.

Web Scraper

Designer/Lead Developer

August 2020

- Developed a web scraper in Python that would scan through Walmart's public inventory of disinfectant wipes and sprays. It would then send an email to a specified user with information regarding if the item is in stock or not, store location, and price.

Grade Calculator

Designer/Lead Developer

September 2017-June 2019

- Created an Java application that determines a student's average grade in a class based on current/impending grades
- Allowed students to project grades they require to obtain the desired average in a class

WORK EXPERIENCE:

Signet Jewelers

Digital Product Intern

May 2022 - August 2022

Clienteling Rewrite Project

- I have participated and aware of all sorts of agile ceremonies (user story grooming, sprint planning, sprint retrospective)
- Learned how to groom user stories and make accurate estimates through story points. This includes breaking down larger epics into smaller user stories
- Communicate and educate new products and features to key stakeholders across Store Operations, Customer Care, and other parts of the business
- Support development cycle as new features and enhancements are coded, tested, and released into production
- Define scope/product requirements, write user stories and acceptance criteria, and accept user stories upon their completion in each sprint
- Collaborate with Analytics, Design, Research, and CX to create seamless experiences that solve true problems and meet core needs
- Think strategically and creatively to gather product and customer insights that help inform the strategy and roadmap
- Analyze current customer experiences to define friction points and opportunities

Candlewood Management Service-New Jersey

Lifeguard

May 2017 - Present

- Ensured the safety of all pool patrons and documented incidents when necessary
- Established trusting and friendly rapport with residents and guests at the pool

EDUCATION:

Rutgers University-New Brunswick, New Jersey

Expected Graduation: May 2023

Bachelor of Science in Computer Science

Current GPA: 3.0/4.0

RELEVANT COURSES:

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| • Data Structures | • Systems Programming | • Computer Architecture |
| • Algorithms | • Calculus and Physics 1 & 2 | • Software Methodology |