

A novice technical writer looking to broaden my experiences in new Information Technology Roles by using my past experiences to advance my knowledge in Engineering and IT.

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LANGUAGES

- C++
- Python
- CSS
- MatLab
- Labview

DATABASES

- MySQL
- SQL

OPERATING SYSTEMS

- Ubuntu
- Windows 10, 11 / Server 19

TOOLS

- Azure DevOps
- SharePoint
- GitHub
- VMWare
- Jira
- Visual Studio
- Microsoft Hololens
- Unreal Engine

EDUCATION

University of Cincinnati

- Bachelor's Degree 2024
Computer Engineering
GPA: 3.226

Key Projects:

Arcade Game, Thales Avionics 2022

- Used Unreal engine to create an Asteroids like game in which a ship destroys asteroids and scores points.
- Trained an AI with 2 different controllers that made it so that one was aggressively destroying asteroids and another was defensively destroying.
- The game was used in workshops to show how effective the AI is at learning and adapting. Also to show that it can be formally verified

ESA Training, BMW Group 2022

- Developed a weekly report that tracks and maintains ESA trainings.
- Checks if ESA's need to be trained and notifies them.
- Created an automated emailing system for untrained ESA's and those that need to be retrained.
- Construced a Database that stores all information about past ESA's up to 5 years.

HoloLens, BMW Group 2022

- Experimented with new use cases for up-and-coming AR technology in the plant floor.
- Created trainings using the HoloLens that auto guided the user with steps to complete eliminating the need for a trainer.
- Designed a way to plot points in the HoloLens so that people can easily see where they need to go inside the manufacturing plant

Perlan Glider AI, Thales Avionics 2022

- Used Thales inhouse Fuzzy logic system and Genetic algorithm to simulate past flights and train an AI in python.
- The AI was trained to select high priority clusters of wind based on past weather data.
- Used Python Pandas to filter data of past flights and select key waypoints in past flights.

Professional Experience:

BMW GROUP LLC. 2021 – 2022

Gen-next Intern

- Coordinated cross-sectional department meetings to discuss new reports and data functionality.
- Assisted various teams within the paint shop department on how to use JIRA and DEVOPS to further communication on IT projects.
- Maintained and Updated future reports to be automated within Excel and Oracle APEX.
- Created a method for employees to submit innovation ideas to start innovation projects and maintain them.

Thales Avionics Co-Op Fall 2022

Junior Software Engineer

- Developed Robust code to deliver during workshops.
- Deployed updates to Thales AI codebase involving performance and technical features.
- Used Unreal engine to make trainable simulation environments for an AI to train in.
- Used Fuzzy AI to solve customer problems and deliver robust solutions.