

EDUCATION

Queens College, The City University of New York
New York, NY
Bachelor of Science in **Computer Science**
Minors in **Music, Mathematics, and Interaction Design**
GPA: 3.34 *Expected Graduation: Spring 2020*

Relevant Coursework:

Algorithm Design & Analysis, Calculus, Computer Architecture, Computer Organization & Assembly Language, Data Structures, Data Visualization, Database Systems, Discrete Mathematics, Information Design, Interaction Design, Object-Oriented Programming in C++, Object-Oriented Programming in Java, Operating Systems, Probability & Statistics, Software Engineering, Web Design

TECHNICAL SKILLS

Technical Languages:

Java, Python, C++, HTML, CSS, JavaScript, Common Lisp, Swift

Libraries:

Bootstrap, React, EJS

Technical Software:

MySQL DBMS, GitHub, Git, Eclipse, IntelliJ, Android Studio, Cross Compute

Design Software:

Adobe Illustrator, Photoshop, InDesign, AutoCAD, Autodesk Revit, Final Cut Pro

RELEVANT PROJECTS

HackathonHub, *Front-End Developer* Fall/Winter 2018

- Worked with two team members to create a site where hackathon attendees can form teams prior to the hack event
- Developed the majority of the front end and created assets using HTML, CSS, EJS, ReactJS, Bootstrap, and Illustrator

NYC Open Data Project, *Mentee/Participant* Spring 2018

- Partnered with Cross Compute and used their framework to create a prototype that utilized NYC Food Truck data off the NYC Open Data website
- Developed a Python tool that allowed users to know what Food Truck vendors had an expired license and know the area where they are usually located

iOS App Game, *App Developer and Designer* Winter 2018

- Worked with a team of two to create a target game app in Xcode, where the user would have to try to aim for a certain number and be rewarded points based on how close they are to the target
- Created the point system and visual design for the user interface, and mocked up prototypes for user testing

WORK EXPERIENCE

RICH, *Web Developer and Design Intern* | Queens, NY March 2019 – Present

- Enhancing web applications using agile scrum methodology with a Project Manager and an agile team
- Assist in expansion development of richinc.org's recently redesigned website using Angular framework
- Current priorities include removing the version of the old website found on non-Google browsers, Beta-test Google Classroom course, and optimize social media presence

CUNY Tech Prep, *Software Development Student* | New York, NY June 2018 – Present

- Selected for a competitive full stack JavaScript training program, as one of 122 student out of 400+ applicants
- Learn in-demand technologies like React, Node + Express, and PostgreSQL as well as industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, agile and scrum with Trello and Slack, test-driven development, and CI/CD

Malverne School of Music, *Piano Teacher* | Malverne, NY July 2014 – Present

- Instruct approximately twenty students ages 4-17, one-on-one and in groups, on how to play the piano and general music in Long Island Public Schools
- Consult with parents to schedule lessons and manage payments

UMass Lowell REU Site – HCI Summer Research Program, *Researcher/Participant* | Lowell, MA June 2017 - August 2017

- Performed usability testing on Privacy Enhancing Keyboard for Android Devices
- Partnered with one team member create an improved PEK app, found on the Google Play store
- Published a paper on my research and usability testing to Wireless Communications and Mobile Computing, titled "Privacy Enhancing Keyboard (PEK): Design, Implementation and Usability Testing"

LEADERSHIP AND ACTIVITIES

National Center for Women & Informational Technology, *Member* Fall 2018

- 2019 NCWIT Collegiate Award Finalist for Python Data Project

GOALS for Girls STEMism Conference, *Co-Speaker* Spring 2017

- Partnered with the director to deliver a speech and inspire ~100 women and young girls at the CUNY Graduate Center to apply for the program

Camp Intrepid, *Counselor* Summer 2016

- Led an 8-week STEM program and taught children aged 9-11 basic fundamentals of coding, Scratch, and other STEM topics