

EDUCATION

Dec. 2020	Cornell University Master of Engineering Computer Science
May 2020	Cornell University Bachelor of Science Computer Science Minor in Information Science - UX Concentration
May 2015	Miami-Dade College Associate of Arts

RELEVANT COURSEWORK

- Object-Oriented Programming & Data Structures
- Analysis of Algorithms
- Software Engineering
- Design & Programming for the Web
- Data-Driven Web Applications
- Artificial Intelligence
- Human-Computer Interaction Design
- Designing Technology for Social Impact
- iOS App Development
- Introduction to Computing Using Python
- Discrete Structures

SKILLS

LANGUAGES: Python, JavaScript, TypeScript, HTML/CSS, Swift, PHP, Java, SQL

TECHNOLOGIES: React Native, jupyter Notebook, Django, Pandas, Numpy, Jira, GitHub, Node.js, Yarn, Visual Studio Code, Electrode Native, Xcode, DialogFlow

ORGANIZATIONS

BigRed//Hacks
Marketing Director

Underrepresented Minorities
in Computing (URMC)

Association of Computer
Science Undergraduates
(ACSU)

PROFESSIONAL EXPERIENCE

CORNELL UNIVERSITY

Graduate Teaching Assistant

Aug. 2020 - Present, Aug. 2018 - May 2019, Aug. 2019 - Jun. 2020
Ithaca, NY

Computing and Global Development | Data Visualization | AI | Web Development

- Designing course content to ensure successful student learning outcomes.
- Grading projects on code and project quality as well as adherence to best practices.
- Leading weekly Lab section for new concepts and providing assistance to students.
- Hosted Office Hours to provide students more in-depth and personal assistance.

TAGGID

Software Engineering Intern

Jun. 2020 - Aug. 2020
Remote

- Developed full-stack software to construct an MVP ready social-media iOS app.
- Built front-end with TypeScript React Native and back-end with Django.
- Guided direction of product via cross-functional collaboration with all teams.
- Utilized prior UX design experience to ensure that app adhered to usability heuristics.

GOOGLE

Hardware Engineering Intern

May 2019 - Aug. 2019
Sunnyvale, CA

- Built an accessible and meaningful jupyter data visualization metric dashboard.
- Raised efficiency of Design Verification teams via a 75% increase in visualized data.
- Collaborated with hardware engineers to usefully redesign visualizations.
- Communicated how my front-end work leads to low-level hardware productivity.

WALMARTLABS/WALMART INTERNATIONAL

Full-Stack Engineering Intern

Jun. 2018 - Aug. 2018
Sunnyvale, CA

- Improved the Google Assistant app for Walmart's UK based grocery store, ASDA.
- Constructed user-facing features with DialogFlow and managed back-end in Node.js.
- Enhanced customer insight with a 70% increase in data sent for analysis per call.
- Patched pre-existing bugs for a ~25% drop in app crashes, increasing usability.

WALMARTLABS

Mobile Engineering Intern

Jun. 2017 - Aug. 2017
Sunnyvale, CA

- Engineered an iOS App proving the benefits of the Electrode Native (EN) framework.
- Introduced EN team to practical use cases of the framework by making demo apps.
- Convinced executives to allow EN to go Open Source by showing its developer utility.

PROJECTS

BallotBox

Sep. 2019 - Dec. 2019

- A UX Design project that addressed low voter turnout for college students.
- Conducted contextual interviews, affinity diagramming, and UX design in Figma.
- App design won Best Social Impact award from 20 total design teams.

CareerQueue

Jan. 2019 - May 2019

- iOS app that made the Career Fair process smoother for students and recruiters.
- Setup roadmap for app's UI design by designing Wireframes before development.
- One of three Engineers developing the front-end of the app in Swift.

Cornell Hyperloop - Electrical Team Lead

Jan. 2017 - May 2019

- Managed the Hardware and Software Subteams building the electrical subsystem.
- Provided technical assistance to both Subteams as a veteran member.
- Cooperated with other Leads to best inform decisions about the Team's direction.

Walmart Brick & Code 2.0 (Second Place) - SmartBasket

Jan. 2017

- An iOS app that allows a group of people to have their orders shipped in one box.
- Engineered the front-end in Swift and the back-end in Firebase.
- Awarded second place out of 15 total teams.