

## EDUCATION

Storrs, CT	University of Connecticut	Expected May 2019
<ul style="list-style-type: none"><li>• B.S. in Computer Science, GPA: 3.67, Dean's List Spring 2016</li><li>• Related Coursework: Discrete Structures; Algorithms and Complexity; Calculus III.</li><li>• Recipient of the UConn Academic Excellence Scholarship and the Roberta B. Willis Scholarship</li></ul>		

## TECHNICAL SKILLS

- Java, Python, Scheme
- Linux, Windows, Git, Shell, Eclipse, Canopy, Sublime Text, IntelliJ IDEA
- Fluent in English, Portuguese, and Spanish; Proficient in French

## EMPLOYMENT

Undergraduate Teaching Assistant	University of Connecticut	January 2017 – Present
<ul style="list-style-type: none"><li>• TA for CSE 1729 (Introduction to Programming in Scheme)</li><li>• Evaluated homework, labs, and held office hours to ensure students understood course concepts</li></ul>		

IT Support Intern	Ansonia School District	July 2016 – Present
<ul style="list-style-type: none"><li>• Computer and Chromebook repair, troubleshooting, updating, and provisioning</li><li>• Handling and resolving user tickets and issues in a timely manner</li><li>• Troubleshooting network connectivity and server issues</li></ul>		

## PROJECTS

- **Room Reservation System** (2014-2015). Lead a team of three developers as Scrum master to develop a site using HTML, PHP, and JavaScript for teachers to reserve designated computer rooms for their class periods. Personal responsibilities included implementing the PHP backend for accessing our MySQL database, and relaying objectives to the Scrum team. Delivered a working calendar and request/confirmation system using MySQL in one semester.
- **shellScore** (2016). Python based program allowing users to find the schedules and player lists of international soccer teams, along with accessing the league tables for more than 10 leagues using a public API.
- **pyFootball** (2016 - Present). Soccer management simulation game built in Python heavily implementing object oriented design and data structures, with hundreds of unique and randomly generated players, each with distinct attributes.
- **MerchBuddy** (2016 - Present). Collaborative project built in Python designed to catalog item price data in the popular online game Runescape, using their Grand Exchange API, into a MySQL database hosted on a privately owned and managed Linux server, and then analyze that data in order to predict future trends and abnormalities

## UNIVERSITY INVOLVEMENT

- **UConn Association for Computing Machinery** *Member*
- **UConn French Club** *Member*
- **WHUS UConn Radio** *Member*