

EDUCATION

Storrs, CT	University of Connecticut	Expected May 2019
<ul style="list-style-type: none">B.S. in Computer Science, GPA: 3.6; Dean's List Spring 2016, 2017Related Coursework: Discrete Structures; Algorithms and Complexity; Linear AlgebraRecipient of the UConn Academic Excellence Scholarship and the Roberta B. Willis Scholarship		

TECHNICAL SKILLS

<ul style="list-style-type: none">Java, Python, Scheme, HTMLLinux/Unix, Windows, Git, Shell, Android StudioFluent in English and Portuguese; Proficient in Spanish; Elementary in French		
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EMPLOYMENT

Undergraduate Teaching Assistant	University of Connecticut	January 2017 – Present
<ul style="list-style-type: none">Second semester as a TA for CSE 1729 (Introduction to Programming in Scheme)Evaluated homework, labs, and held office hours to ensure students understood course conceptsDesigned and implemented unit tests for automatically grading student lab and homework assignments		
Tech Intern	Ansonia School District	July 2016 - Present
<ul style="list-style-type: none">Desktop computer and Chromebook repair, troubleshooting, updating, and provisioningHandling and resolving user tickets or issues in a timely mannerTroubleshooting network connectivity and server issues		

PROJECTS

<ul style="list-style-type: none">Maestro (2017 - Present). Worked with classmates to follow Agile guidelines and create a soccer management simulation game built in Java. Heavily implements object-oriented design and data structures, with hundreds of unique and randomly generated players, each with distinct attributes. Then personally worked to successfully transform the existing Java program into an Android application.MerchBuddy (2016 - 2017). 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.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.		
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UNIVERSITY INVOLVEMENT

<ul style="list-style-type: none">UConn Association for Computing Machinery <i>Member</i>UConn Intramural Men's Soccer <i>Participant</i>UConn French Club <i>Member</i>WHUS UConn Radio <i>Member</i>		
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