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EDUCATION

Loyola Marymount University | *Los Angeles, CA*

May 2024

B.S. - Computer Science | Minor in Interactive, Gaming, and Immersive Media

- **Relevant Coursework:** Data Structures, Algorithms, Machine Learning, Cyber Security, Networks, Mobile Application Development, Web Application Development, Computer Systems Organization, Computer Graphics, Discrete Mathematics, Probability and Statistics, Logic and Computer Design, Discrete Mathematics, Linear Algebra

SKILLS & TECHNICAL TOOLS

Languages: Java, JavaScript, Python, Swift - IOS, HTML, CSS

Technologies: Git, ReactJS

EXPERIENCE

SOAR Research | *Loyola Marymount University*

May 2023 - June 2023

- Developed a web application utilizing React and an API to provide users with information regarding birds
- Resolved API connectivity issues by mending the API key in the Javascript file
- Established weekly meetings with a team of 2

Woody Click | *Loyola Marymount University*

April 2023

- Participated in a 12-hour hackathon focused on the United Nations' 17 Sustainable Development Goals
- Designed a web application inspired by the game "Cookie Clicker," employing Google Firebase and website scraping techniques to provide users with immediate satisfaction through donations to the Team Trees website
- Collaborated with a team of 3 other software engineers to achieve 1st place
- Conceived a plan to split into teams of 2 which expanded our work speed

PROJECTS

Firestore Blog iOS App | *Swift*

- Composed an iOS blogging application for uploading makeup reviews with APIs and Swift UI to present makeup data
- Integrated Google Firebase Authentication to establish user authentication and configure security privileges
- Installed Google Firebase Database to store and synchronize data in real-time, ensuring updates across all connected devices

Calendar Satisfaction Problem Solver | *Java*

- Assembled a program for optimized meeting scheduling, incorporating unary and binary constraints
- Employed Java data structures and advanced consistency algorithms to ensure precise answers
- Achieved efficient and reliable meeting arrangements, enhancing overall calendar satisfaction

Tic-Tac-Total | *Java*

- Created a numeric version of Tic-Tac-Toe with an AI opponent featuring alpha-beta pruning for strategic decision-making
- Demonstrated use of treemaps and iterators to manage game states and player moves efficiently
- Utilized a 2D int array to ensure seamless gameplay and optimal move evaluations

Forneymon | *Java*

- Designed methods for Forneymon collection management, including adding, removing, achieving MVP status, trading, and rearranging
- Leveraged Java techniques such as downcasting and optimized object variables to enhance game functionality
- Devised and optimized an AI system employing decision trees and heuristic algorithms