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EDUCATION

Florida Institute of Technology	Graduating December 2017	Melbourne, FL
GPA: 4.0/4.0	B.S. Computer Science (Minor: Biology)	

EMPLOYMENT

Software Engineer Intern   **Amazon**   BOSTON | SUMMER 2016
- Created fully featured, cross-platform HMI application with error/fault-tolerance to prototype the front end of a new pseudo-autonomous fulfillment center storing system. Completed 4 weeks ahead of schedule
- Integrated computer vision, machine learning, combinatorial optimization resulting in 40% increase in workflow efficiency
- Completely remove amortized latency from 200 ms to 0 ms through caching and reducing wait states

Software Engineer Intern   **Bank of America Merrill Lynch**   NYC | Summer 2015
- Performance evaluation in **top 5%** of all 2015 summer interns
- Personally designed solutions in replacing real-time regulatory reporting software and reducing overhead by designing and implementing more time- and storage-efficient distributed software.
- Reduced annual storage by 170GB (87%) by decommissioning denormalized database through data preprocessing
- 20% improved query performance through elimination of nested queries and table joins

Front End Intern   **Universal Ultra Service Inc.**   Orlando | Summer 2012
- Empowered real-estate firm to cost effectively advertise its properties online by creating from scratch fully featured landing page using Dreamweaver, HTML**,** Photoshop, JavaScript, CSS. Intuitive UX contributed to rental of all listed properties.

INDEPENDENT PROJECTS

Bobo's Challenge – Cross platform mobile game on Google Play (Android), iOS, Amazon, Blackberry, Microsoft app store
- **5,000+ downloads.** #453 Most Popular RPG Game on Google Play. Rated: 4.9/5
- Created from scratch a feature-complete, swipe interactive game w/ C#, Java, Swift, Unity Game Engine
- Developed cross-language interface between Unity's C# and iOS' Swift to dynamically dispatch text/photo data to OS native Twitter, Instagram, WhatsApp

SnapNote - Optical Character Recognition iOS mobile app w/ string substitution and share functionality (July 2015)
- Implemented from scratch an app to parse text from camera's photos by integrating Google's Tesseract (open source OCR engine) for faster note taking
- Solved challenge of misaligned images with Radon transform AI algorithm to normalize image data

FaceFilter - Facial Recognition Filter iOS mobile app (September 2015)
- Implemented multi-threaded, concurrent app to overlay animated filters on dynamically located facial features
- Overcame issue of processing latency with asynchronous multicore execution for better UX
- Created a read/write lock using dispatch barriers to protect access/avoid deadlocks with singleton objects

MyDictionary – Dictionary reference iOS mobile app for Apple iPhone (May 2015)
- Implemented a tabulated app, with search, to query and display 315k word-definition pairs from JSON database. Optimized rendering to only load/display content in view of screen

DISTINCTIONS

- Florida Tech Farmer Full-Ride Scholarship 2013 (**Only 1 in class of 800**)
- SAT Score: **2350/2400** (**99+ Percentile Nationally**) Math 780/800, Writing 780/800, Reading 790/800
- Salutatorian of Gateway High School 2013 (**out of class of 500**)

LANGUAGES AND TECHNOLOGIES

- Languages: Java, Python, C#, Swift, C++, Objective C, Scala, HTML, CSS, HTTP, JSON, SQL, Cocoa, x86 asm, OpenMP, MPI, Javascript. Technologies: XCode, Unity 3D Engine, Android Studio, Linux, ElasticSearch, agile, TCP/IP, S3, DynamoDB, AWS, SQS