

Software Developer

As a dedicated and aspiring Software Developer student, I am eager to apply my academic knowledge and passion for technology to contribute to innovative software solutions. Seeking opportunities to gain hands-on experience and further develop my skills in software development

Technical Proficiencies:

Platforms: Windows, Linux, MacOS

Tools: Java, C, C++, C#, Swift, Python, HTML/CSS/JS, ReactJS

Methodologies: Object Oriented Design

Professional Experience

Teacher Duty App Developer (Intern) | Allen High School, Allen, TX

September 2023 – Present

- Designed and developed a teacher duty application to assist in managing and tracking teacher responsibilities.
- Employed Swift and web development technologies to create an efficient and user-friendly tool.
- Collaborated with educators and school administrators to gather requirements and tailor the app to their needs.
- Conducted testing and implemented enhancements based on user feedback to improve usability and functionality.

Website Developer (Intern) | Allen Police Department, Allen, TX - Remote

April 2023 – September 2023

- Created an internal fleet control application as part of an internship project using Swift, HTML, and JavaScript.
- Worked closely with a team of developers, designers, and project managers to deliver the application within a tight deadline, while ensuring quality and adherence to project requirements.
- Conducted thorough testing, debugging, and troubleshooting to ensure the application was fully functional and met performance standards.

Model Scheduling App Developer (Intern) | Allen High School, Allen, TX

October 2022 – May 2023

- Developed an application for Allen High School to streamline and automate the student scheduling process.
- Utilized Swift and HTML/CSS/JS to create an intuitive and user-friendly interface.
- Collaborated with school administrators and staff to gather requirements and feedback for continuous improvement.
- Ensured the application met the specific needs of the school, improving efficiency in scheduling

Personal Experience

Game Developer | Remote

December 2020 – Present

- Modified a game client application using programming languages such as C#, C++, and Lua.
- Collaborated with designers, artists, and other developers to conceptualize game mechanics, systems, and features that delivered engaging and immersive player experiences.
- Debugged complex, game breaking issues and quickly deployed hotfixes before rollbacks became necessary.

Education

Allen High School	2020-2024
Collin College	2022-Present
University of Texas at Dallas	2024-Present