Full Name

Education

B.S. in Computer Science   GPA 4.00 | May 2025 (expected)
State University   Location
Relevant Coursework: Object-Oriented Programming and Data Structures, Digital Design, Calculus 1 and 2

Work Experience

Software Engineer Intern
Large company   June 2022 - August 2022

- Worked with the Web Team on -website name- to develop, test and release new features. Learned processes of development like collaborating with Git, using DevOps systems and building to different environemnts for QA testing.
- Collaborated with designers and followed Agile development processes to develop and deploy the product page for the -app name- app using HTML, SCSS and Javascript.
- Researched and implemented iOS Smart Banners on all -page name- pages using PHP, and deployed the feature to over 50 million monthly users leading to a 10% increase in -app name- App usage.
- SSHed into servers to upload new image assets, perform ecommerce republishing and run data migration scripts.

Teaching Assistant
-Class Name-   January 2022 - Present

- Assisted over 50 students every week to make progress on their project, prepare for pitch competitions, and meet deadlines with results.
- Guided students on programming concepts for their projects, good implementation of code, and preparing design documents.
- Hosted two hour long skill sessions for 100+ students on how to develop technical skills like Java and how to use Tableau.

Projects

-Name of Project-
-Name of hackathon   July 2022

- Created a three-dimensional visualization of the history of -popular media- using Three.js for -company name-'s internal hackathon event and presented it to the Digital Media department.
- Collaboated virtually with a team to collect, clean and analyze data from the last 13 years of -popular media-.

Diabetes Predictor
Personal Project   February 2022

- Applied the RandomForestClassifier algorithm, and used Python and pandas to train a Machine learning model to predict the possibility of onset of diabetes based on factors like Age, Insulin levels, and genetics.
- Used Streamlit to build, display statistics and visualizations and host this model online.

-Project Name
-Name of class-   August 2021 - May 2022

- Designed webapp in Figma and coordinated with team to build a functional prototype webapp with React, Typescript, and Node.js in less than 2 weeks, in time for a pitch competition.
- Integrated MySQL with the webapp for users to be able to sign in and interact with external hardware.

Maze Traversing Autonomous Car
-Name of class-   September 2021 - December 2021

- Designed and deployed a self-driving car that can navigate through any given configuration of a maze in under 2 minutes, and respond to color cues to start, pause and stop the car, as well as pick up and drop off passengers.
- Devised the algorithm, and leveraged MATLab to program the car, and set up external sensors while working with a team to meet strict weekly deadlines.

Technical Skills

Languages and Frameworks: Java, Python, HTML5, CSS3, Javascript, Typescript, React, Redux, MySQL
Tools: AWS, Figma, Git, Github, Windows, MacOS, Excel, Airtable, LaTeX, Tableau

Extracurriculars

Student Clubs: -Names of clubs-
Hackathons: -Names of hackathons-