EDUCATION

University of Minnesota-Twin Cities

Sep. 2022-Dec. 2025 Minneapolis, MN

Bachelor of Science, Computer Science

- Cumulative GPA: 3.7/4.0 [Dean's List Award: Spring 2025, Fall 2024, Spring 2024, Fall 2023, Spring 2023]
- Coursework: DSA, Software Engineering, Database Systems, Operating Systems, Internet Programming, AI, ML Essentials

EXPERIENCE

Test Engineering Intern, IDeaS Revenue Solutions

May 2025-Aug. 2025

- Built RESTful APIs in Java for 7+ AWS-hosted microservices (e.g., pricing, analytics), integrating SQL/MongoDB validations and **Datadog**-based telemetry; authored JUnit and Postman test suites for automation.
- Participated in Agile Software Development Life Cycle processes, resolving 20+ production issues through root-cause analysis and regression testing, boosting service reliability by 30%.
- Enhanced CI/CD pipelines via GitHub Actions and Terraform; integrated dashboards using Datadog and AWS CloudWatch to monitor 25+ deployments and infrastructure.

Computer Science Teaching Assistant, University of Minnesota

Sep. 2023-Present

- Delivered one-on-one and lab support to 100+ students per semester across Python, Java, and computational linear algebra, improving student confidence and academic performance across 3+ sections.
- Designed lab exercises and statistical analyses using Google Colab, NumPy, and matplotlib, supporting instructional delivery for 300+ assignment submissions.
- Automated 600+ assessments grading using Gradescope and Bash, enabling faster turnaround and feedback cycles by 20-30%.

Software Design Engineer Intern, KEB America, Inc.

May 2024-Aug. 2024

- Refactored 1,500+ lines of monolithic Python 2.0 code to modular client-server architecture in Python 3.12, boosting maintainability and testability.
- Designed black-box and integration test suites in **Python** and **C**# for 10+ embedded features; increased automated test coverage by 40% and reduced manual OA effort by 25%.
- Collaborated with cross-functional teams using GitLab, Jira, and Confluence to track and resolve 50+ development and QA tickets across software lifecycle stages.

Residence Halls Office Assistant, University of Minnesota

Jan. 2023-May 2025

- Managed check-ins/outs, key tracking, and front-desk operations for 700+ residents while responding to daily service needs.
- Maintained organized records for 100+ lost-and-found cases and 1000+ item loans through spreadsheets and check-out databases.

Orientation Leader, University of Minnesota

Apr. 2023-Sep. 2023

- Led daily orientation groups of 15–20 new students through campus tours, presentations, and community-building activities.
- Helped 7,000+ students by supporting orientation events and assisted 350+ volunteers with training, coordination, and support.

PROJECTS

Distributed Cache System | Python, Git

Aug. 2025 - Present

- Implemented a production-grade distributed caching system using **consistent hashing** for automatic data distribution across nodes, achieving 1.07M+ hash ring operations/second with 0.0009ms latency and 23% data movement when scaling.
- Built HTTP-based cache nodes with RESTful APIs, TTL support, and thread-safe in-memory storage, delivering 649 writes/second and 674 reads/second with 100% hit rate for cached data.
- Designed smart client library with automatic request routing, fault tolerance, and replication support; demonstrated node failure recovery and graceful degradation in multi-node cluster scenarios across 5 comprehensive demo workflows.

Drone Delivery System Simulation | C++, Docker, Git

- Developed a modular drone logistics system in C++ supporting multi-agent coordination (drones, helicopters, humans, packages), built on Factory and Singleton design patterns using Dijkstra's algorithm for route optimization and dynamic scheduling.
- Implemented a smart battery scheduling system that reduced idle time and improved uptime in 20+ delivery scenarios.
- Led a 4-member Agile team across 6 sprints via Jira, incorporating Google C++ standards, 10+ code reviews, and Google Test (gtest) for unit testing.

SKILLS

Programming Languages: Python, Java, C, C++, C#, Go, SQL, Bash

Systems & Cloud: Docker, Linux/Unix, AWS (EC2, S3, Lambda, SNS, Glue, Athena, Kafka), Terraform, GitHub Actions, Git

Databases & Web: MySQL, MongoDB, REST APIs, JavaScript, HTML/CSS

ML/AI: TensorFlow, PyTorch, scikit-learn, NumPy, Pandas, matplotlib

QA, Practices & Tools: JUnit, Postman, Selenium, TestNG, CI/CD, Agile, TDD, DevOps, Telemetry, Datadog, Jira

Extra-Curricular

Code The Gap, UMN-Twin Cities

Jan. 2023-Present

Treasurer

• Managed budgets and operations enabling 30+ volunteers to teach Python to K-12 students, expanding outreach to 3 new schools.

Minneapolis, MN