

**Objective:**  
Aspiring software developer with strong problem-solving abilities and a passion for innovative technologies. Proficient in C, C++, Python, Java, JavaScript, and more, with experience in web development, game design, and software development. Driven to apply skills in creating impactful and efficient solutions.

**Education:**  
*Bachelor of Computer Science*  
Conestoga College, Waterloo, ON.  
**Relevant Coursework:** Data Structures & Algorithms, Operating System, Database Management, Object Oriented Programming, Computer Networks

**Skills:**  
**Programming Languages:** Python, C, C++, Java, HTML, CSS, JavaScript

- Technologies/Frameworks:** React, Node.js, Flask, Typescript, Git, SQL, Docker, Postman
- Interpersonal Skills:** Adaptability, Collaborative Team member, Innovative Problem-solver

**Professional Experience:**

<i>Dutch Hollow Market</i> Freelance Web Developer	June 2024 - July2024 Avon, NY
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- Integrated Google Business API into the POS system for real-time stock inventory tracking, enabling efficient product availability search for customers.
- Redesigned and modernized the Dutch Hollow Market website, improving user experience, navigation, and added more features.
- Improved website traffic by 30% and reduced bounce rates after redesigning the site.
- Enhanced website performance and visual appeal, driving increased user engagement and interaction.
- Boosted user engagement by 46%, as evidenced by increased page views and customer interactions.

**Notable Projects:**

- TutorRacoon** (IgnitionHacks Hackathon)
  - Developed an online tutoring platform that connects students with subject-matter experts, streamlining the tutoring process through a user-friendly interface.
  - Integrated features such as session scheduling, real-time chat, and feedback systems, enhancing the learning experience for students and tutors.
  - Collaborated with a team to design the platform using JavaScript, Node.js, and Firebase, focusing on scalability and user engagement.
- Self-Driving Car**
  - Developed a self-driving car simulation using Python, leveraging machine learning and AI algorithms for autonomous navigation and decision-making.
  - Implemented simulated sensors for lane detection and obstacle avoidance, integrating neural networks to improve real-time performance.
  - Training the model using deep learning frameworks to enhance the car’s ability to learn from its environment and adjust to dynamic road conditions.
- LectureLife** (ConHacks Hackathon)
  - Led a team to develop a self-scheduling app, integrated with Google Maps and GRT’s API, helping students to manage their schedules and navigate local transit effectively.
  - Gained valuable experience in API integration and team collaboration, while enhancing coding skills in React, NodeJS and Flask.