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## PROFESSIONAL SUMMARY

Computer Science graduate with a strong passion for developing innovative, user-centered software applications. Over five years of hands-on experience with programming languages and software development tools through both individual and team-based projects. Demonstrates strong problem-solving abilities, adaptability to emerging technologies, and proficiency in collaborative development environments. Eager to contribute to projects and IT solutions that enhance software quality, scalability, and user experience.

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## EDUCATION

Middle Tennessee State University, Murfreesboro, TN  
B.S. Computer Science

December 2022  
Major GPA: 3.758

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## SKILLS

**Programming Languages:** Python, JavaScript, C++, C#, C, HTML5, CSS, R, SQL  
**Frameworks and Libraries:** React, Flask, .NET, Unity, Bootstrap, NumPy, Pandas  
**Tools and Platforms:** Git, GitHub, Visual Studio, VS Code, Replit, Windows 10/11, Ubuntu, Kali Linux  
**Additional Skills:** Full-Stack Development, RESTful APIs, JSON, OOP, Automation, Testing, Debugging, Computer Vision, Data Processing and Visualization, AI Integration, Prompt Engineering, Agile Collaboration

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## WORK EXPERIENCE

Publix Super Market, Smyrna, TN  
Cashier

Present

- Troubleshoot and resolved customer, IOT devices, and POS system issues through analytical thinking and teamwork. Demonstrated leadership in high-pressure situations to ensure efficient store operations and positive customer experiences.

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## SOFTWARE PROJECTS

Marvel Comic's AI Recap

June 2025

- Developed a React + Vite app with a Flask backend to scan UPC/EAN-5 barcodes on Marvel comics using live camera capture, decode supplements with Ollama's Qwen2.5-VL, fetch issue data via the Marvel API, and generate concise multi-paragraph recaps with Deepseek-R1 based on prior issue summaries to enhance collector experience and reader onboarding.

PharmaFlex

October 2024 – December 2024

- Designed and implemented a prototype for a biomedical waste management project, utilizing Python for backend logic, data processing, and automation, and SQLite for relational data storage, enabling waste tracking with mock barcode scanning, real-time compliance reporting, and efficient inventory management for biomedical waste disposal operations.

Top 300 Drug and Bugs Mind Map

December 2023

- Collaborated with a Lipscomb Student Pharmacist/Informaticist to create a sophisticated visualization mind map from an Excel sheet, detailing a wide range of drugs and associated bacterial and fungal species.

Pong Breaker

February 2022 – May 2022

- Developed a game that combines the concepts of Pong and Brick Breaker that offers a single and multi-player experience using Unity, C#, and Git.

Magic the Gathering Card Detector

February 2022 – May 2022

- Collaborated with a team to develop a neural network capable of detecting Magic the Gathering cards from a user's picture, regardless of orientation.

Virtual Reality Interview Environment

February 2022 – May 2022

- Partnered with Vanderbilt and classmates to build a VR office simulation in Unity for remote interviewing. Contributed backend logic and environment design, focusing on user experience and accessibility.