

EDUCATION

- **University of Illinois at Urbana-Champaign** Champaign, IL
Bachelor of Science in Cognitive Science; GPA: 3.93 Aug 2019 – May 2023
Relevant Coursework: Data Structures, Discrete Structures, Python for Data, Programming for Cognitive Science, Computer Architecture, Elements of Syntax, Semantics & Pragmatics, Brain & Cognition, Statistics, Linear Algebra

EXPERIENCE

- **Lyft** San Francisco, CA
Incoming Software Engineer Intern Aug 2021 - Nov 2021
- **LinkedIn** Sunnyvale, CA
Software Engineer Intern May 2021 - Aug 2021
 - Worked on LinkedIn Recruiter to promote diversity and accessibility in hiring using Ember.js
 - Resolved critical issues involving web accessibility, internationalization, and render blocking
 - Improved talent search performance by working across teams and upgrading a Java GraphQL API
- **Stealth Startup** San Francisco, CA
Software Engineer Intern Nov 2020 - Mar 2021
 - Building a site-wide, context-aware command line with TypeScript, React, and Django REST
 - Scoped and developed core analytics web application for end-user data management and documentation
- **AbbVie** Champaign, IL
Software Engineer Intern May 2020 - Nov 2020
 - Developed applications with Vue.js frontends and RESTful APIs to access large volumes of biometric data
 - Implemented typeahead (predictive search), advanced query options, and shopping cart features
 - Integrated TIBCO Spotfire dashboards with authentication and session storage into web applications
- **University of Illinois at Urbana-Champaign** Champaign, IL
Undergraduate Research Assistant May 2020 - Oct 2020
 - Modeling social cognition with neural networks in C# at the Learning and Language Lab under Dr. Jon Willits
 - Conceptualized and built resource distribution and world generation algorithms with Unity3D

LEADERSHIP & EXTRACURRICULARS

- **Illinois Labs** illinoislabs.org
Co-Founder Dec 2020 - Present
 - Founded a student organization that builds solutions to student-needs with software
 - Created values, recruiting process, and technical infrastructure. Designed and built organization website
- **Hack4Impact** uiuc.hack4impact.org
Product Manager Jan 2020 - Present
 - Designing software solutions for non-profit clients SaverLife, Collective Liberty, and Falling Fruit
 - Building web and mobile applications with JavaScript, Express.JS, and React Native collaboratively

PROJECTS

- **Falling Fruit:** PWA built in React/Redux for foraging with a shared codebase for web and mobile applications.
- **WASM Terrain Generator:** Terrain generation using Perlin 2D noise in C via WebAssembly and HTML5 canvas
- **Git-Get:** GitHub profile analysis tool for users and organizations. Built with React, Go, and Firebase

SKILLS

Knowledge: Web Applications, Full-Stack Development, UI/UX Design, Data Visualization, REST/GraphQL
Languages: JavaScript, TypeScript, Python, C++, Java, C#, Go, HTML, CSS
Frameworks: React, Vue, Redux, Node.js, Flask, Django, MongoDB, PostgreSQL, OpenCV
Software: Git, Linux/Unix, Sketch, Figma, Adobe Illustrator/Photoshop, Unity3D