

## EDUCATION

**University of Minnesota**  
*Bachelor of Science in Computer Science, Minor in Math*

Minneapolis, MN  
~~Aug. 2024 – May 2025~~

## EXPERIENCE

**Infrastructure Engineer Intern**  
*Best Buy*

June 2024 – Aug. 2024  
Richfield, MN

- Managed Cisco and Twilio testing and call systems, improving communication infrastructure reliability by **10%**, ensuring seamless connectivity across multiple platforms.
- Optimized network infrastructure through regular maintenance and targeted updates, resulting in a **25%** improvement in stability, response times, and overall performance.
- Collaborated with interns and engineers to streamline processes, increasing testing efficiency by **30%** and optimizing the accuracy and reliability of phone call databases.

**Software Engineer Intern**  
*Best Buy*

Sept. 2023 – June 2024  
Richfield, MN

- Engineered and deployed responsive UI components and performance optimizations, enhancing user experience for Best Buy's website serving 30+ million monthly visitors.
- Assisted in updating and improving the site, enhancing user experience and functionality, and contributing to a **5%** increase in overall performance.
- Spearheaded performance optimization initiatives in collaboration with the engineering and design teams, achieving a **15%** improvement in efficiency across the high-traffic Best Buy platform.

## PROJECTS

**StreamMail** | *Python, Flask, JavaScript, HTML/CSS, Gmail API, Groq AI*

Dec. 2024 – Present

- Built a Chrome extension with Python, Flask, and Groq AI to automatically organize and label emails.
- Leveraged AI to read, summarize, and sort emails, improving inbox organization.
- Integrated with Gmail to automatically sort emails based on content.

**MovieCloud** | *React.js, OMDb API, JavaScript, CSS3*

Jan. 2024 – Feb. 2024

- Built a movie search app with React.js and OMDb API, displaying real-time movie data.
- Created reusable components and used React hooks for efficient data management and smooth performance.
- Designed a responsive interface with custom CSS for both desktop and mobile.

**Chess Game Engine** | *Java, Object-Oriented Design*

Sep. 2024 – Oct. 2024

- Developed a chess engine in Java using OOP, representing pieces with Unicode symbols.
- Engineered move validation and implemented special mechanics like pawn promotion.
- Created a command-line interface with formatted board display and input validation.

## LEADERSHIP & INVOLVEMENT

**Founder**

June 2024 – Present  
Minneapolis, MN

- Founded a nonprofit organization focused on empowering minorities through mentorship, workshops, and internships, now supporting over 60 members.
- Facilitated leadership meetings and skill-building workshops to help members grow professionally.
- Created a system to connect members with tailored opportunities, helping them advance in their careers.

## TECHNICAL SKILLS

**Languages:** Python, Java, JavaScript, HTML/CSS  
**Frameworks:** React, Flask, OMDb API, Gmail API, Groq AI, OpenAI  
**Developer Tools:** Microsoft Excel, Microsoft Word, Microsoft PowerPoint, Jira, Twilio, Cisco, VS Code, IntelliJ