

Emerging Computer Science professional with a strong foundation in software development, data structures, and system design. Experienced in applying academic knowledge to real-world problem-solving through hands-on projects and collaborative teamwork. Recognized for a results-oriented mindset, adaptability, and commitment to continuous learning in dynamic technical environments.

## Education

**Indiana University** – Bachelor of Computer Science

**Academic Honors:** Dean's List Fall 2022, 2023

**Relevant Coursework:** Database Concepts, Software Engineering for Info Systems, Data Structures & Algorithms, Computer Structures, Object-Oriented Software Methods, Distributed Systems

## Professional Experience

**Bitwise Global Inc. Internship**

**Schaumburg, Illinois**

*Backend Developer*

June 2024 – August 2024

- Developed and maintained backend APIs using Java, Spring Boot, and MySQL, supporting scalable structures that handled 100+ daily requests.
- Designed and implemented Data Transfer Objects (DTOs) and Entity classes to ensure data integrity and reliability across services.
- Tested APIs with Postman and JUnit, achieving 95% code coverage and identifying/resolving 20+ bugs to improve system stability.

**Indiana University Luddy School of Informatics, Computing, and Engineering**

**Bloomington, Indiana**

*System Programming with C and Unix Teacher's Assistant*

January 2024 – May 2024

- Graded assignments, quizzes, and exams for 75+ students, providing detailed feedback to enhance learning outcomes.
- Held weekly office hours supporting 10-15 students per session with additional guidance and troubleshooting.
- Led lab sessions addressing students' questions, clarifying complex concepts (e.g., memory management, Unix processes), and aiding with course material, contributing to a 15% improvement in average class performance.

## Projects

**Berwyn Fruit Market**, Frontend Developer, Berwyn, Illinois

August 2025 - Present

- Designed and built a responsive, high-performance website for a local grocery store to improve online visibility and in-store sales.
- Implemented dynamic product and promotional sections using TypeScript and React for maintainable, component-based UI development.
- Optimized loading performance and user experience with lazy loading, image compression, and caching strategies for mobile users.

**Full-Stack Data Visualization**, Developer, Bloomington, Indiana

March 2025 - May 2025

- Developed a full-stack interactive dashboard using Python, Dash, and Plotly to compare Cristiano Ronaldo's and Lionel Messi's career goals per season, integrating real-world sports data from APIs.
- Implemented distributed systems principles for dynamic data handling, resulting in a responsive app capable of processing and visualizing large datasets with low latency (reduced query times by ~30% through optimized caching).
- Overcome challenges in real-time data integration by using RESTful APIs and asynchronous processing, demonstrating scalability for user-driven queries.

**Guitar Inventory**, Developer, Bloomington, Indiana

January 2024 - April 2024

- Built a dynamic web application with a user-friendly interface using HTML, CSS, JavaScript, and React for frontend, allowing users to input and manage guitar details (brand, model, year, price).
- Developed RESTful APIs in Java to facilitate seamless data exchange between frontend and backend, incorporating validation to handle up to 1,000+ inventory items efficiently.
- Integrated a PostgreSQL database for persistent storage, improving data retrieval speed by implementing indexing, which enhanced overall app performance.

## Skills

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**Programming Languages:** Java, C, JavaScript, SQL

**Development Tools & Frameworks:** Visual Studio Code, IntelliJ IDEA, Postman, Kubernetes, Flask, React

**Databases & Cloud:** MySQL, PostgreSQL, AWS

**Data Visualization & Others:** Plotly, Dash