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**EDUCATION****George Mason University**

Fairfax, VA

## BACHELORS OR ARTS AND SCIENCES

*Expected May 2026*

- Pursuing a major in Computer Science in the Engineering School.
- Relevant Coursework: Discrete Mathematics; Data Structures and Algorithms; Low-Level Programming; Computer Science Essentials; Software Usability Analysis and Design;

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**SKILLS**

- Languages: Java | Python | HTML | CSS | JavaScript | SQL | Kotlin | C# | C
- Tools: Visual Studio Code | Eclipse | GIT | PyCharm | Unix/Linux
- Frameworks: Django | PyGame | JavaFX | Junit | Node | React | Springboot

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**WORK EXPERIENCE****Weblems***March 2023*

## FULL STACK DEVELOPER

- Applied Agile methodologies throughout the software development lifecycle, collaborating with stakeholders to define project scope, secure client approval, and document performance criteria, resulting in a high-quality, user-centered solution.
- Designed and implemented RESTful APIs to facilitate seamless communication between the Node.js/Express.js frontend and the Flask-based Python backend, enabling real-time data exchange using AJAX requests.
- Utilized PostgreSQL to design a relational database schema and developed a custom SQL query builder, allowing users to generate complex queries based on frontend filters for efficient and accurate data retrieval.
- Integrated functionality to process and import data from .xlsx files into the database, providing users with flexible querying capabilities via the application interface.
- Ensured application security by implementing CORS policies, ensuring that only authenticated requests were processed by the system and enhanced the frontend using jQuery, HTML, CSS, and JavaScript, delivering a responsive and user-friendly interface that improved user experience.
- Conducted code reviews, implemented Git version control, and collaborated effectively with client to troubleshoot issues and deliver a scalable application aligned with end-user requirements.

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**PROJECTS AND TECHNICAL EXPERIENCE****Hotel Management Application***Woodbridge, VA*

Java | JavaFX

*March 2023*

- Designed a responsive user interface using JavaFX, leveraging advanced UI components and animations to create a visually appealing and intuitive experience for users.
- Implemented a modular application architecture using object-oriented programming principles, including encapsulation to safeguard user data, inheritance to avoid redundancy, polymorphism and abstraction to ensure code reusability.
- Implemented secure authentication mechanisms with Regex for password validation, and implemented encryption techniques for securely storing and decrypting user credentials in text files.
- Utilized Linked Lists and Array Lists to manage dynamic data, such as room assignments, user profiles, and payment records, ensuring efficient data handling and seamless system operations.
- Engineered file I/O operations with File Handling, creating a lightweight database solution for encrypted user and room data storage, and implemented robust exception handling for fault tolerance.

**Type Master***June 2023*

Python | Pygame

- Developed a gamified typing practice application in Python, inspired by the classic arcade game Galaga, to improve typing skills through an interactive and engaging experience.
- Utilized PyGame module to design and implement game mechanics, including dynamic graphics, sound effects, and sprite interactions.
- Leveraged hash-chaining for efficient word management, enabling rapid storage, retrieval, and randomization of thousands of words from a dictionary during gameplay.
- Designed dynamic ship movement and implemented difficulty scaling, integrating randomized motion paths and velocities while progressively increasing speed and complexity based on the player's typing accuracy and efficiency.
- Parsed and processed input data from external text files, initializing the game's dictionary while ensuring seamless integration with the hash table for randomized word retrieval.