

## PROFESSIONAL EXPERIENCE

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### **Arbella Insurance Group**

*Developer I*

Quincy, MA

Aug 2024 - Present

- Designed and optimized complex SQL scripts to debug and maintain 100 million record insurance policy databases
- Used Python to automate database debugging routines and form and coverage configurations
- Adapted to a vendor's updated XML/XSD format by quickly learning and applying Informatica PowerCenter tools
- Collaborated with Database Administrators and Technical Operations teams to periodically restore lost data
- Created and configured SQL-based business rules, logic, and table associations for form and coverage configurations

### **The Verse**

Berkeley, CA

*Software Development Intern*

May 2023 - Aug 2023

- Created immersive virtual experiences using Unreal Engine focused on promoting mental health within the WalkXR team, which consists of experts working together to create immersive experiences through a cross-media platform
- Built interactive functions, white boxed environments, and realistic material textures using Unreal Engine for the early-stage design, prototyping, and development of WalkXR virtual experiences
- Collaborated with other contributors on a large Unreal Engine 5 project codebase using Azure DevOps and Git
- Delivered weekly progress updates to the team and company founders through dynamic presentations in Miro, an online whiteboard platform, facilitating real-time collaboration and visualization of project developments

## PROJECTS

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### **DiscoBaby** (TypeScript, AWS DynamoDB, Svelte, TailwindCSS, Vercel, Deezer API) [password: jollygood] Dec 2023 - Present

- A web app that enables users to pick a song and send a challenge to their friends to guess the chosen song
- Developed TypeScript functions to load song data from Deezer API and store it in an AWS DynamoDB database
- Designed and implemented an intuitive UI with Svelte, Flowbite, and TailwindCSS for styling
- Reviewed code of other contributors and followed standard code review procedures using Git and GitHub

### **DuckBob** (C#, Unity3D, Audacity) Aug 2022 - Present

- Programmed and designed art and audio assets for a 2D side-scroller available on web player
- Utilized C# scripting for custom game physics and Unity3D for game development

### **Custom Search Engine Interface** (Flask, HTML, CSS, Python, SQL, Bash) Apr 2023 - May 2023

- Engineered a scalable search engine similar to Google using Python and exposed it through a REST API
- Implemented information retrieval concepts such as text analysis (tf-idf), link analysis (PageRank), and parallel data processing with MapReduce for efficient document indexing and search result ranking
- Designed and implemented a responsive UI using HTML, CSS, and Flask framework

## EDUCATION

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### **University of Michigan, College of Engineering** Ann Arbor, MI

Bachelor of Science in Engineering in Computer Science

Aug 2020 - May 2024

- Relevant Coursework: Artificial Intelligence, Computer Vision, Cryptography, Data Structures and Algorithms, Computer Science Theory, Computer Architecture, Modern Web Systems, Linear Algebra, Discrete Mathematics, Programming Paradigms, Probability and Statistics

## SKILLS

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**Languages:** Python, C++, Java, SQL, JavaScript, Swift, C, C#, HTML, CSS, C, Scheme

**Frameworks/Technologies:** Git, GitLab, AWS DynamoDB/EC2, React, VSCode, Svelte, Excel, Unreal Engine 5, PowerCenter