# VICTORY MA

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## EDUCATION

**St. Olaf College**                                                                                                   Northfield, MN
**B.A. in Computer Science and History**                                                                   2022 - 2026
Concentration in Statistics and Data Science                          Dean's List x6 • Honors Day x3 • GPA: 3.84

## PROFESSIONAL EXPERIENCE

**Project Friendship**                                                                                              Northfield, MN
**App Developer**                                                                                                Sept. 2025 - Present
Supporting the backend development of an internal React Native application with API development and cloud infrastructure provisioning. Leveraging AWS technologies (Lambda, API Gateway, and RDS) for cloud development.

**St. Olaf College**                                                                                                Northfield, MN
**Teaching Assistant • Machine Learning • Algorithms • Ethics**                              Feb. 2025 - Present
Currently working closely with 20+ students and a professor to ensure proper comprehension and application of introductory machine learning concepts. Previously worked with professors to ensure full comprehension and application of key computer science algorithms and coding concepts of 30+ students in a senior-level computer science course. Previously aided students in understanding fundamental concepts on the impact of software, data, artificial intelligence, and intellectual property.

**GCS Geospatial**                                                                                                   Mankato, MN
**Software Developer Intern**                                                                          May 2025 - Aug. 2025
Directly supported the development of an internal web application used for geospatial accuracy analysis by leveraging frameworks and tools (Django, HTMX, Docker, AWS, and Terraform). Conducted coordinate surveys for future data analysis as a team and worked closely in an Agile Development environment.

## PROJECTS

**BloomMates • People's Choice Award at Ole Cup 2025**                              React Native • Firebase
Developing an innovative iOS/Android application that serves to improve mental health through interactive flower gifting. Incorporates mental wellness activities that reward users, allowing them to send custom virtual bouquets to loved ones while simultaneously earning discounts to purchase flowers at local florists

**Curious Vexillologist**                                                                       Django • HTMX • Tailwind
Engineered and deployed a vexillology learning application with a database that consists of 200+ countries, each with its associated metadata, serving as an interactive educational quizzing tool. Initially built with Node, Express, and EJS, but recently optimized performance and user experience with Django and HTMX.

**Predicting Revenue via Website Activity**                              Python • Scikit-Learn • Machine Learning
Developed a predictive model using Scikit-Learn that aimed to use machine learning methods to predict whether an online customer will generate revenue based on features related to their time on the website, using a dataset from UC Irvine

**Predicting Pokemon Types**                                                        R • Tidymodels • Machine Learning
A project using the Tidymodels R package that used machine learning methods to predict a Pokémon's type based on various factors related to its attributes and other in-game characteristics

**Roster Management System**                                                                 C++ • Agile Development
Led the development of a roster management system featuring advanced algorithms for match simulation and player trading and object-oriented design patterns, with a console interface for handling complex sports team operations

## ADDITIONAL INFORMATION

**AT&T Technology Academy**                                                                                    June 2024
Completed an online program aimed at educating students on technology careers through lessons and discussions with experts in the field. Lectures explained modern utilizations of APIs, Scrum Teams, HTTP, 5G, Cloud Computing, and Agile Methodology

**Relevant Courses**
Machine Learning (Python), Algorithms for Decision Making (Statistical Learning in R) Quantum Computing, Analysis of Algorithms, Software Design, Hardware Design, Data Structures in C++, Linear Algebra, Discrete Math, Data Science, Statistics

**Skills Summary**
Python, R, JavaScript, SQL, Django, C++, Docker, AWS, Terraform, React Native, HTML, CSS, Git, Tailwind, RESTful APIs

**Algorithms Club** • Director of Recruitment                                                                   **Languages**
**Asian Student Union** • President                           English (fluent) • French (intermediate) • Arabic (beginner)