Software Engineer / Business Administration

# **Work Experience**

### Software Intern, American AVK

Minden NV, January 2020 - May 2020

- Designed and developed an application to detect and recognize specific fire hydrants using computer vision and android mobile development.
- Trained models with TensorFlow and converted to TensorFlow Lite to run on mobile applications.
- Created custom databases and UI for android application as well as developed a backend for API calls.

### Web Development Intern, UNR Marketing and Communications Reno NV, April 2019 – January 2020

- Redesigned the schools financial cost calculator with a fully dynamic approach while following ADA's accessibility guidelines to reduce the amount of system maintenance.
- Successfully developed and implemented new tools and features for editors and creators using .NET framework.
- Provided web help support and performed accessibility checks.

## IT Project Management Intern, Nutrient

Reno NV, September 2019 – December 2019

- Implemented and managed HubSpot CRM for marketing and sales team.
- Increased company structure by implemented documentation tools and data analysis tools.
- Developed dashboards to help drive business decision making for the C suite staff.
- Increased technology efficiency by assisting with web design, database management, and hardware installation.



Reno, NV

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# Education

### University of Nevada, Reno

B.S. Computer Science and Engineering Aug 2015 - May 2020

MBA, Business Administration Aug 2020 – Dec 2022 **Overall GPA: 3.97** 

## **Technical Skills**

C#	Python	Java
HTML	CSS	React
.Net Framework		MySQL

Tableau TensorFlow

## **Projects**

#### **Plates Application**

- Designed and developed a web application that allow users to add ingredients they have to a database to return back possible recipes obtained from the internet.
- Created a RESTful backend server to allow storage in an online database for faster and wider access.
- Utilizes: Python, Flask, JavaScript, React, CSS, HTML, PostgreSQL

#### Sudoku Game and Solver

- Created Sudoku game using the Pygame Library to create UI and animations.
- Developed a Sudoku Solver using a backtracking algorithm with animated steps.
- Utilizes: Python and Pygame library

#### **Project Website**

- Designed and implemented a basic resume site to showcase projects.
- Static webpage for basic information access and custom UI designs.
- Utilizes: HTML, CSS, and JavaScript