

EDUCATION

Tallahassee, FL	Florida State University	May 2024
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- Bachelor of Arts in Computer Science (In Progress)
- Undergraduate Coursework - Operating Systems; Databases; Algorithms; Object Oriented Programming Languages; Network Administration; Software Development; Computer Organization.

FreeCodeCamp**Remote Courses**

- **Responsive Web Design (2022)** - Cultivated the fundamentals of web application security while exploring vulnerabilities in hands-on labs. A rigorous, challenging, and experiential class, intended to supplement the coursework for students in computing majors.

Skills

- Visual Studio Code, Oracle VM Virtualbox, Object Oriented Programming
- Assembly, C, C++, Python, JavaScript, HTML, CSS, Tailwind programming languages
- React and Flask Frameworks

EMPLOYMENT

Software Engineer Intern	Summer 2023
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Algae2Omega

- Developed a REST API for client transactions and financial reporting, driving a 6% revenue lift.
- Designed interface using React.js and Tailwind CSS, resulting in a 20% web traffic boost.
- Built a complete blog project with Tailwind CSS, and Vanilla JavaScript, increasing positive feedback by 30% and improving user experience.

PROJECTS**Personal Projects:****Ask-A-Nole** <https://github.com/Yoti72/AskANole>

- Orchestrated a team of five using Scrum methodologies for a FSU student service app. Managed the project lifecycle, ensuring timely milestones.
- Led the creation of a Flask-based app connecting Florida State students. Developed user authentication, integrated an SQLite database, and crafted a responsive user interface using Python, HTML, and CSS.
- Translated user needs into functionalities, enabling service posting and user messaging. Enhanced user engagement and utility.
- Oversaw rigorous testing, ensuring a flawlessly executed project that earned a perfect grade. Maintained coding standards and conducted comprehensive testing for a robust application.

PathFinding Algorithm <https://github.com/Yoti72/Dijkstra-sPathFindingAlgorithm>

- Developed and optimized Dijkstra's algorithm in React for finding the shortest path between user-selected points on a grid, ensuring high computational efficiency.
- Created a user-friendly interface in React enabling seamless grid point selection, triggering the algorithm, and visually displaying the shortest path, enhancing user experience.
- Utilized React's state management to maintain real-time grid updates based on user input, ensuring consistent and responsive interactions.

Leadership Experience:

- **Software Development Team Leader** - Currently in charge of coordinating and refining the development and progress of a software development assignment as a five-man team for a Computer Science course