

Education

University of North Carolina at Greensboro

Bachelor of Science in Computer Science

Expected Graduation: May 2026

Work Experience

Good Vibes AI - Greensboro, NC

Software Engineer Intern

06/2024-08/2024

- Built sentiment analysis pipelines analyzing 500K+ online mentions using Python, NLTK, and VADER
- Improved sentiment accuracy by 20% and increased data processing efficiency by 35% with MongoDB integrations
- Led implementation of automated testing using Selenium for backend validation
- Collaborated with a team of 5 using Git workflows for version control and feature deployment

ICG, Greensboro, NC

Software Developer & Web Developer Intern

02/2024-03/2024

- Developed a kiosk application handling 100+ daily transactions with PHP, JavaScript, and MySQL
- Enhanced site functionality and UI using HTML/CSS and JavaScript, increasing traffic by 57%
- Integrated backend tools for real-time KPI tracking and improved analytics via Posthog
- Contributed to customer engagement tools, boosting interaction by 40%
- Reduced software response time by 30% through performance optimization and debugging

12/2024-01/2025

Spartan Billiards – Full-Stack Web Platform for UNCG Billiards Club

Dec 2024 – Jan 2025

- Designed and developed the official web hub for UNCG's Billiards Club to manage tournaments, track matchups and leaderboards, and schedule games.
- Used React and Typescript for a responsive, user-friendly frontend accessible across devices.
- Built a MongoDB + Node.js backend hosted on Railroad to support real-time scheduling and data storage
- Integrated RESTful APIs for seamless interaction between users, events, and admin tools
- Deployed on Netlify for reliable and fast access; adopted campus-wide as the go-to coordination platform for billiards events.