

Work Experience

Coenterprise: Implementation Analyst

6/18-Current

- > Used Python & Java to automate migration tasks leading to an 8x increase in the project scope.
- > Developed custom tracking with javascript and Tableau allowing for better visibility and risk mitigation.
- > Lead a team of 5 using an agile work-flow, greatly reducing on-boarding time compared to previous efforts.

Intigo3D: Full Stack Engineer

7/17-5/18

- > Created an encrypted print pipeline using embedded hardware, Python, AWS IoT.
- > Developed a web service for designers that allowed them to sell their work and fight piracy using React and Node.
- > Consulted on marketing and strategy, building media kits for investors to raise funding.

NYU, MakerSpace: Technical Lead

2016-2017

- > Created the initial software infrastructure using Node, Flask and Python paired with the machines in the space.
- > Built our hardware and monitoring resources to help students utilize the space and tailor it to their needs.
- > Coordinated larger projects with other staff and taught technical skills in weekly workshops to NYU students.

Graffiti: Data Visualization Intern

Fall '17

- > Designed interactive visualizations using 6 million lines of data to demonstrate the Graffiti system.
- > Used Kaggle for initial data, Python (pandas) for filtering, Google Big Data and Cloud for visualization and analysis.

Mango Concept [Full-service digital agency]: Rapid Development Intern

Summer '16

- > Rebuilt video system using web technologies and bootstrapping existing solutions. Decreased load times by 300%.
- > Started an advertising platform for one of Mango's brands, increasing product awareness by 75%.

NYU, Engineering and Technology Forum: Prototyping Focused Teaching Assistant

2015 - 2016

- > Taught a weekly class for all first-year engineering students about entrepreneurship.
- > Developed and graded weekly projects based on the lean startup methodology.

Howl Interactive: Co-founder

2013 - 2017

- > Built games and utilities for mobile. Used Swift, Java, and frameworks like React Native as they became available.
- > Incorporated the company and handled the business side of an early stage start-up.

Projects

Rocket Telemetry: Used python and sensors (accelerometers, GPS, cameras) to track a rocket with triple redundancy.

D-20: Implemented a server side neural network to detect different kinds of music and display it with lights on an art piece.

Uber Movement: Made Uber Movement data accessible in a public facing API and displayed it in graphs using node.js.

Resonance Research: Used Matlab and python to develop technology to mitigate surgical risk using sound and vibration.

Skills

Software	Hardware	Design	Languages
Digital Logic	3D printing	User Experience Design	C++
Computer Architecture	Arduino	Wearable Technology	HTML/CSS
Data Structures	Circuit Design	Motion Graphics	Java
Data Analytics	Laser Cutting	Typography	Javascript (React)
Docker	Raspberry Pi clusters	Adobe Suite	SQL
	CNC	Data Visualization (Tableau)	Python

Education

New York University | School of Engineering

2018

B.S. Integrated Digital Media

A degree that combines computer science with design to create compelling digital products.