

## Work Experience

### Coenterprise: Implementation Analyst

6/18-Current

- > Analyzed datasets using Python and SQL to automate migration tasks leading to an 8x increase in project scope.
- > Developed custom tracking with Javascript and Tableau allowing for better visibility and risk mitigation.
- > Lead a team of 6 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.