

Work Experience

CoEnterprise: Integration Analyst (On contract Equifax, US Bank, Wells Fargo)

6/18-Current

- > Unlocked key insights from large data lakes and produced automated solutions using Python, Tableau, and flavors of SQL.
- > Worked with external and internal teams to migrate data, applications, and partners across cloud and local systems.
- > Led growing teams, spearheaded new efforts, trained junior resources and transitioned from a waterfall to agile approach.

Intigo3D: Full Stack Engineer

7/17-5/18

- > Created an encrypted print pipeline using embedded hardware, Linux, 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.

Skills & Projects

Projects

akash.nyc for more

NYC Mesh: Built and deployed a dockerized monitoring system and dashboards for the distributed network using open source tools and REST APIs.

Image ML: Learning Tensorflow and GCP in pursuit of creating accessible computational photography for prosumer users.

Google + ADA: Worked with a team of designers to make tools to help people with disabilities learn morse code and communicate with the world.

Relevant Software

AWS/GCP
C[+]
Docker
Go
Java
Javascript + [React]
Python + [Pandas]
SQL + [PostgreSQL]
Tableau
Unix/Linux

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.