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Education

- **University of Connecticut** Storrs, CT
  BSE in Computer Science & Engineering, GPA: 3.6/4.0 *Aug. 2023 – May 2027*
  - Named on College of Engineering's Dean's List for Fall 2023.

Experience

- **Ion Bank** Naugatuck, CT
  Information Security Intern *May 2025 – Aug. 2025*
  - Analyzed system and transaction audit logs covering online banking activity, failed login attempts, and employee web access to detect anomalies and deliver clear reports on user activity & security events.
  - Managed user access for 200+ employees across web services used by the bank, ensuring secure employee onboarding/offboarding in compliance with HR.
  - Evaluated SOC and compliance reports to assess vendor risk and support regulatory requirements.
- **University of Connecticut** Storrs, CT
  Senior Design Intern *Jan. 2025 – May 2025*
  - Interned for CSE Group 38 on ScratchSense AI, a UConn School of Nursing-sponsored Senior Design Project. Developed an ML tool to detect & analyze mice scratching behavior using Python & DeepLabCut.
  - Coordinated weekly team meetings and workshops, tracking ML model development and coordinating deliverables with group advisor and project sponsors.
  - Assisted with project development and University Demonstration Day preparations, including live demos, result visualizations, and technical setup.
- **New England Hindu Association** Torrington, CT
  Front-End Web Development Intern *Jun. 2024 – Aug. 2024*
  - Designed and developed an organizational website using HTML, CSS, and JavaScript, optimized for performance and usability. Maintained via Git with regular updates, serving 100+ monthly visitors.
  - Monitored website traffic using Google Analytics, attracting 3,000 unique visitors within the first two months post-launch.
- **CT State Northwestern** Winsted, CT
  Research Intern *Jul. 2021 – May 2023*
  - Conducted genome data analysis using specialized bioinformatics software (DNA Master, PECAAN, Phamerator) to process and annotate large datasets, and apply computational methods to identify patterns and gene functions.
  - Mentored new students in software configuration, navigation, and data analysis workflows across multiple research cycles.

Projects

- **FaceDetect Engine**: A full-stack facial recognition application built in Python, using face_recognition and OpenCV libraries for image processing, Django for backend logic and API routing, and HTML, JavaScript, and Bootstrap for a responsive user experience.
- **Secret Queen Chess**: A C++ project implementing a chess variant game. Developed with the Raylib graphics library, featuring custom rules, interactive UI design, and experimental gameplay mechanics.
- **LLM Bias Analyzer**: Python project investigating political bias in large language models (ChatGPT, Claude, Gemini, and Grok) by analyzing responses to politically sensitive prompts. Implemented an open-source BERT-based classifier to label outputs as Left, Center, or Right-leaning, and visualized distribution patterns with graphs.

Programming Skills

- **Languages**: Python, C/C++, JavaScript, TypeScript, Java, R, HTML, CSS
- **Technologies**: Flask, Django, React.js, Node.js, MongoDB