

## Education

**Intended B.S. Computer Engineering** - *Virginia Tech* | Expected May 2025, Blacksburg, VA

- GPA: 3.56/4.0

## Projects

**Wii Play Tanks Neural Network Bot** - Summer 2023

- Programmed and trained a custom environment to play Wii Play's Tanks minigame
- Python's OpenCV library for image recognition
- OpenAI's Gymnasium and Stable-Baselines3 for reinforcement learning algorithms

**IR Radioteletype Transceiver** - Spring 2023

- Created a system to send messages over 30 feet using an IR LED
- Developed an Arduino program to convert and read custom messages into 8 bit binary
- Prototyped various filters to process an IR signal over 30 feet
- Earned best in course

## Experiences

**Raytheon Technologies Fellowship Program** *Virginia Tech Hume Center* | August 2023 - Present

- Attended a seminar course focusing on machine learning and cybersecurity
- Completed project-based curriculum
- Learn various topics to prepare for work in machine learning at Collins Aerospace

**Undergraduate Teaching Assistant** *ECE Department at Virginia Tech* | August 2023 - Present

- Held office hours for 7 hours, helping students with their Sophomore design project
- Helped teach and reinforce Arduino C and filter design

**Galipatia Leadership Team** *Center for the Enhancement of Engineering Diversity* | August 2022 - Present

- Managed a committee of 9 sophomore students to train on makerspace tools
- Worked with other committees to foster a living learning community

**Studio Technician** *inVenTs Studio at Virginia Tech* | August 2022 - May 2023

- Created data collection techniques and structures to improve the makerspace
- Improved the space by fixing machinery and tools, while setting up new machines
- Worked with students to help create and realize their personal and education projects

## Skills

CAD | Circuit Design | Verilog | Python | EAGLE | MATLAB | Linux | Docker | C++