



Education

University at Buffalo, The State University of New York
Bachelor of Science, **Computer Science** | Minor: **Mathematics**
Honors Scholar | **Dean's List**

Anticipated Dec 2019
GPA - 3.91/4.00

Technical Skills

Languages: Python, Java, C++, Processing, SML, MATLAB, QML
Platforms: Windows, Android, Linux
Tools: Unity, Android Studio, Visual Studio, QtCreator, git, Spim

Experience

- Ford Motor Company | **Software Engineer Research Intern** My 2019 - Aug 2019
- Developed an Android App for testing and presenting an onboard predictive algorithm.
 - Implemented an adaptive vehicle feature on the SYNC infotainment codebase using C++, QML and QT Remote Objects.
 - Created a MATLAB app to display and interact with various components of driving data from a vehicle.
- Computer Science & Engineering UB | **Teaching Assistant**
- o *Algorithm Analysis and Design* Aug 2019 - Present
 - o *Software Engineering* Aug 2019 - Present
 - o *Theory of Internet* Aug 2017 - Present
 - o *Discrete Structures* Jan 2019 - May 2019
 - o *Computer Programming* Jan 2018 - May 2018
 - Hold office hours and teach course material in recitations to approximately 30 students.
 - Lead discussion sessions and evaluate student projects, labs and other assessments for over 180 students.
- Campus Living UB | **Resident Advisor** Aug 2018 - Present
- Serve as a role model to about 600 students, schedule and hold individual meetings.
 - Resolve conflicts and host bi-weekly programs to build a strong community in the residence hall.
- University Honors College | **Student Assistant** Jan 2018 - May 2019
- Perform administrative and time sensitive tasks related to organization and communication.

Projects

- Student MIPS Instruction Program | **Python and MIPS** Feb 2019 - May 2019
- Created a Code Academy like software which can be used to learn MIPS Assembly Language, using tkinter module for GUI.
 - Worked in a group and used agile version control, scrum and unit testing for development.
- Digit Reader Neural Network | **Python** Apr 2019
- Created a neural network that reads images containing hand-written numbers and classifies them as digits from 0-9.
 - Used MNIST dataset to train, Quick Draw dataset to tune hyper-parameters and TensorFlow library to evaluate results.
- 3D Space Shooter Game | **Unity and C#** Oct 2018
- Created a top down arcade style space shooter game using Unity for development and Visual Studio for C# scripting.
 - Implemented object-oriented design to make the player game object move, shoot and interact with other objects in the scene.
- Interpreter | **Python and SML** Feb 2018 - Apr 2018
- Constructed an interpreter, which could execute a program line by line and perform logical operations on different data types.
 - Interpreter used varied scoping, iterated on data structures and executed functions with restricted scope.
- Crowd Tracker Heat Map | **HTML and JavaScript** Mar 2018
- Worked on a web application in a group of 3 for Dandy Hacks using HTML, CSS, JavaScript and google maps API.
 - Tracker tracked the number of people at a certain location and produced live heat maps for the density.
- Step Counting Application | **Android Studio and Java** Nov 2017
- Developed an android app for UB Hacking using the Android Studio.
 - Made the foundation for a step counter which was then used by a professor for his research on IoT in Sports.
- HTML Validator | **C++** Oct 2017
- Built a quality assurance program to check html files for syntax errors per W3C standards.
 - Validator converted HTML file into a DOM tree and verified all the tags and their order.
- Fractal Generator | **Java** Jan 2017 - May 2017
- Created an application that generated fractals and used multi-threading to improve the performance by 15%.

Awards

- Gregory B. Jarvis Scholarship Nov 2018
- George Norton School of Engineering and Applied Sciences Scholarship Nov 2017
- UB International Admissions Scholarship Aug 2016