

Skills and Proficiencies

Programming Languages

Strong in C, C++, Java
Moderate in Python, C#, JavaScript

Frameworks/Platforms

Android, CUDA,
MPI, Node.JS, Polymer

Databases

Moderate in MySQL and JDBC
Familiar with NoSQL

Operating Systems

Windows, Debian/Ubuntu,
CentOS

Education

Texas Tech University, Lubbock, TX

Masters of Science - Mathematics

Bachelors of Science - Computer Science - Major GPA: 3.59

Bachelors of Science - Mathematics - Major GPA: 3.61

Anticipated Graduation: May 2019

Employment

USAA Plano, TX

Software Development & Integration Intern

Worked as a mobile developer intern

May 2016 - August 2016

- Designed a mobile application that fits the business needs
- Developed native mobile apps for both Android & iOS in addition to a cross-platform web app using Polymer & JavaScript

Software Development & Integration Intern

May 2015 - August 2015

Worked as a developer on the back-end services of a mobile application

- Building web service calls for the mobile application using a RESTful architecture
- Implementing business and service logic using J2EE in addition to the API for the RESTful architecture
- Connecting to and manipulating DB2 databases using Java Database Connectivity Technology and SQL to handle data

Texas Tech University Lubbock, TX

August 2014 - May 2015

Mathematics Tutor

Assisted students in acquiring better understanding of basic and complex concepts in various undergraduate mathematics courses

Research / Projects

Texas Tech University Mathematics Department

January 2016 - Now

- Assisting an instructor on a multi-agent simulation engine for GPU clusters
- Finding efficient ways to handle data transferring across multiple NVIDIA GPUs per node and multiple nodes on a cluster
- Working with advanced C++ such as template metaprogramming in addition to CUDA
- Using libraries such as OpenMPI, Thrust, Boost

Texas Tech University Computer Science Department

January 2014 - May 2014

- Assisted a professor in his research area of natural language processing
- Opinion Classifier Research (Researched various opinion classification algorithms, determined which algorithms would be best suited for the project based on efficiency and implementation, then presented my findings to the group)
- Opinion Classifier Application (Wrote python scripts to apply the algorithms to data sets and collect results)

Caddy Delivery

- Android application that allows users to order food from nearby restaurants and have it delivered to their doorstep
- User can view the menus, select and customize the items they want, set the delivery destination and pay

Activities / Campus Involvement

Software Development Club, Vice-President, Group Leader, Android Development Trainer - Spring 2014 to present

- Student run organization whose goal is to assist members with unique projects that can prepare them for a professional atmosphere while gaining experience in a creative environment.
- Co-leader of weekly meetings geared to help members learn concepts and implementations of algorithms and data structures
- Taught Android development and source control with Git to members
- Leader of Android development teams

International Collegiate Programming Contest (ICPC), Member - Spring 2014 to Spring 2015

- Designed and implemented solutions to solve problems using C++ or Java in a timed, competition format
- Collaborate as a team to learn advanced algorithms and improve problem solving skills

Tech Thrive, Treasurer - Fall 2015 - Present

- Created by students to empower women in technology to reach their full potential by establishing a sense of community, creating awareness in degree and career opportunities, and cultivating both male and female advocates to serve as a support network

Conferences Attended

NVIDIA's GPU Technology Conference 2016, April 4-7, 2016

- Trip on behalf of the Texas Tech Mathematics department in order to learn about the latest in GPU technologies, especially those that are applicable to the GPU cluster I help run

Xamarin Dev Day, June 6, 2016

- One-day event where I learned about the latest in developing native, cross-platform mobile applications using Xamarin's tools