**asd**

sd *asd asd*

**Education**

**Bachelor of Science in Computer Science, University of Illinois Urbana-Champaign, May 2020**

**Projects**

**MUNassistant**

* 2. Developed real-time data display using dynamic EJS templates for a dynamic user experience.
* 5. Tested and debugged code to ensure functionality and optimal performance for end users.

**CowGary**

* 1. Led team in developing CowGary game for CalgaryHacks 2020, achieving successful submission.
* 4. Utilized Processing language to create interactive elements like transit bus and city backdrop.
* 2. Implemented installation instructions for Processing and libraries to improve gameplay experience.

**flamenet**

* 4. Created a dashboard using React and Firebase for monitoring the status of deployed units and tracking wildfire locations.

**FlameNet-HackPrinceton**

* - Developed distributed network system for early wildfire detection using C++, CSS, HTML, and JavaScript, leading to improved wildfire monitoring.