

EDUCATION

University of Colorado Boulder (Graduation May 2023)

- B.S. in Computer Science/Engineering
- GPA 3.4
- Relevant Coursework: Calculus 1&2, Data Science w/ Probability & Statistics, Linear Algebra, Discrete Structures, Data Structures, Algorithms, Software Development Methods/Tools, Computer Security, Artificial Intelligence, Machine Learning, Object Oriented Programming, Software Engineering Project (Senior Capstone)

SKILLS

Languages: C++, C#, Java, JavaScript, TypeScript, HTML & CSS, Python, Scala

Libraries: AngularJS, React, Pandas, NumPy, Matplotlib, SciPy

Software/Tools: Visual Studio Code, Visual Studio, MS Office, Unreal Engine 4&5, Linux

WORK EXPERIENCE

Summer Internship with DashboardHC (Summer 2022)

- Assisted team members in the development of a web based admin console
- Designed and developed front end components using AngularJS
- Assisted in building and connecting API calls on the back end
- Tested development versions of applications. Additionally, updated test descriptions to match current features and include more platforms

Summer Internship with DashboardHC (Summer 2021)

- Took lead on designing an application to take client data and provide insights on outliers within that data
- Obtained result sets and insight rules for the result set using an internal API
- Application was designed to loop through every client on a schedule

Summer Internship with DashboardHC (Summer 2020)

- Independently researched the applications of Microsoft PowerBI
- Integrated PowerBI paginated reports for clients to interact with using the PowerBI REST API

Regal Cinemas, Foothill Ranch, CA (2018-2019)

- Worked in Customer Service
- Responsible for Concession Sales

RELEVANT PROJECTS

- Currently working with broadband networking organization Congruex for senior capstone project
 - Project to deliver a content delivery application for internal use
 - Web application with single-sign-on will be created for employees to interact with content delivery application
 - Using React and Sharepoint for front end development
 - Using ASP.NET and mysql for backend development
 - Using Azure and Azure DevOps for project management
- Built a playable space invaders style video game using object oriented principles (2022)
 - Made with C++ and unreal engine 4 by a team of two
 - Created using object oriented programming principles and practices including:
 - UML, activity, and sequence diagrams
 - Four different patterns (factory, strategy, observer, and decorator)
 - Abstract classes, inheritance, encapsulation, etc.
 - Multiple use cases, functional and non-functional requirements
 - Version control through github
- Worked with a small group on a software development project that included a playable online game, a website to host the game, and a database to hold user account data (2020)
 - Main contribution was the game's design and coding using the Unity engine
 - Used Agile Scrum to implement and evaluate features based off user stories
 - Used Jira, Trello, and Github for project management and version control
- Worked in a two-person team to prototype a mobile application (2020)
 - Project focused on the prototyping and design process using Figma
 - Designed to track and display current Covid-19 cases in someone's local area and predict the potential number of cases in the next few days
 - Produced a video and PowerPoint presentation showcasing the potential usages of the application along with the design process
- Completed a drone landing project using reinforcement learning (2022)
 - Project taught a drone to land at the platform's center located in a cube state space
 - Implemented Markov modeling, policy iteration, and Q-learning
- Completed a project that measured the time taken for a Linked List, Binary Search Tree, and Hash Table with different types of collision resolution to sort/search a list of numbers (2020)
 - Hash Table collision types included Linear Probing, Quadratic Probing, and Chaining
 - Differences in time between data structures were graphed in excel (hash table collisions were also recorded and graphed)

- Designed a program that played a text-based Pokémon adventure (2019)
 - Project focused on the design aspects of programming required for planning classes and how they would interact before starting to code