

Education

University of Florida - Gainesville, FL 32611

- 2017- 2021
- Bachelor of Science in Computer Science with an Entrepreneurship Minor
- GPA: 3.96 | Benacquisto Scholar

Relevant coursework: Programming Fundamentals I-II, Information and Database Systems, Software Engineering, Operating Systems, Computational Linear Algebra, Data Structures and Algorithms, Applications of Discrete Structures, Calculus I-III, Differential Equations.

Languages & Skills

C • C++ • C# • JavaScript • HTML/CSS • Java • Python • NodeJS • AngularJS • VueJS • XML • Selenium • Express • VDHL • Docker • QT
OpenGL • GIT • SQL • Unity • Unit/Integration Testing • Agile • DevOps • CI/CD

Experience

Stream Monkey – SDE Intern

Summer 2020

Developed backend API's used for building apps and front-end elements for the Stream Monkey website.

University of Florida CISE Academic Tutoring Center

2018 - 2021

Tutored undergraduate students on Data Structures and Algorithms and Software Engineering.

Ultimate Kronos Group – Quality Engineer Intern

Summer 2021

Develop and debug unit and integration tests for their main product.

Projects

App-builder Serverless API – NodeJS, Docker, VueJS, Amazon Web Services

- Constructed scripts for an automated app builder capable of pulling resources from a user feed, compiling Android and RokuTV apps, and uploading build files to an S3 bucket.
- Deployed the Docker image of the API to the Amazon ECS and designed a UI for utilizing API inside an admin panel

Online Raffle Bot – Python, Mongo, Qt, Selenium, 2captcha

- Analyze http data to figure out security features being implemented by the websites.
- Implement solutions to bypass the websites security.
- Designed the application interface being used by 40+ customers

E-Commerce Web Scraper – NodeJS, ExpressJS, AngularJS, Bootstrap, CSS, HTML

- Constructed a backend web server, with Nodejs, to continuously scrape data from Shoppy Ecommerce Ltd.
- Incorporated a front-end user interface, with Angular JS and Material Design, to organize and serve the data.

OpenGL Ray-tracer with GUI – C++, Qt, OpenGL

- Designed an application capable of outputting raytraced images using various shading algorithms and different lighting effects.
- Created an interactive window which allows users to easily create new scenes and add different objects and lights with real time OpenGL rendering

Mentor Matching Web-app – NodeJS, MongoDB, ExpressJS, AngularJS, CSS, HTML, Google API

- Contributed as a full-stack developer for a mentorship matching web application, focusing on user experience, routing, and implementing Google Maps and login API.

Augmented Reality Game – C#, Unity, NodeJS, MongoDB

- Designed a backend system for an education augmented reality game with a topic on indigenous wildlife.
- Created a responsive front-end to displayed information gathered from our REST API.