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| Education |
| Aug. 2018 - May, 2022  Rensselaer Polytechnic Institute   * B.S Dual Major Computer Science and Information Technology and Web Science. * GPA: 3.56/4.0   Experience |
| Mar. 2018 – May 2018  Web Accessibility Intern, Gale, Farmington Hills, MI   * Developed solutions to hundreds of WCAG 2.0 violations in the Gale databases utilizing aXe and NVDA. * Created written reports on these accessibility failures and effectively communicated solutions to non-technical team members.   Nov. 2018 – May 2019  User Tester, UserTesting, Remote   * Analyzed Client’s UI from the perspective of a potential user, receiving an average rating of 5/5 stars. * Delivered oral walk-through of products, followed by critiques and suggestions on how to improve the UX. |
| Projects |
| Jun. 2020  AI Learns to Play Snake, JavaScript, TensorFlow, p5.js   * Built application which trains an AI to play Snake using neural networks and a genetic algorithm. * Programmed variable speed training environment with data visualizations to view the AI’s progress in real time.   May 2020  Flux - Voice Controlled Smart DJ for Spotify, Angular, Wit.ai, Node.js, Express.js   * Leveraged Wit.ai and the Spotify Web API to parse spoken or typed natural language into song recommendations and playback commands. * Developed custom API to enable direct interfacing with active Spotify devices, supporting queue and playback manipulation.   Mar 2020  Readsy - Reading Application for ICS Middle School, Angular, MongoDB, Node.js, Express.js   * Built application which allows ICS students to share and review books they’ve read in class or otherwise. * Implemented admin portal for teachers to vet student uploaded reviews and books before they are visible to the student body. * Utilized Google Books API to generate book descriptions and thumbnails, and developed a custom tagging system for searching by genre.   Feb. 2020  Pathfinding Visualizer, React.js   * Built application to visualize Dijkstra’s and A\* pathfinding algorithms. * Implemented recursive division maze generation and randomized Prim’s maze generation. * Programmed custom wall and weighted cell system which influence the algorithm’s optimum path. |
| SKILLS |
| **Languages:** JavaScript, C++, C, Python, Java, HTML/CSS  **Technologies:**  AngularJS, ReactJS, Node.js, MongoDB, Git |