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EDUCATION

Boston University

B.A. Computer Science / Minor in Visual Arts

September 2016 – May 2020 (Expected)

- ▶ GPA: 3.14 / 4.0

Relevant Coursework

- ▶ Fundamentals, Data Structures, Combinatoric Structures, Computer Systems, Introduction to Algorithms, Geometric Algorithms, Probability in Computing, Introduction to Databases, Concepts of Programming Languages

EXPERIENCE

Hariri Institute for Computing

Spark! Innovation Fellowship, Technical and Design Team

September 2018 – Present

- ▶ Partaking in semester-long mentorship with the goal of iterating upon an initial concept and completing working prototype over a 14-week period

Boston University

Senior Terminal Assistant, Engineering Manufacturing Annex

September 2016 – Present

- ▶ Supervise 20+ TAs with undergraduate computer science account database management and generate optimal schedules each semester
- ▶ Increased workspace efficiency by 35% by restructuring and automating dated staff protocols
- ▶ Perform first-tier administrative support in hardware and software

COMMUNITY

Course Assistant, Introduction to Computer Science

January 2018 – Present

- ▶ Hold weekly office hours to provide one-on-one student assistance concerning assignments and teach during weekly lab sections

Vice President, Personal Finance Club

January 2018 – Present

- ▶ Form professional connections with industry leaders and organize bi-monthly guest speaker events about important financial topics

Teaching Fellow, Internet Tech and Web Programming

May 2018 – June 2018

- ▶ Attended class daily to teach side-by-side with the professor and answered questions from students about assignments and the course

SKILLS

Programming (proficient)

- ▶ Python, Java, HTML/CSS, Javascript, Dart

Programming (familiar)

- ▶ C, Swift, SQL, React, Redux

Tools and Frameworks

- ▶ Git, Flutter, Android Studio, Xcode, Vim, LaTeX

Design and Media

- ▶ Adobe Photoshop, Sony Vegas Pro, GameMaker Studio

PROJECTS

Ventus (2018)

- ▶ A web application currently being built with a team
- ▶ Platform that streamlines course communication for university students

BUS Mobile (2018)

- ▶ Built a prototype of an iOS/Android app in Flutter for the BU shuttle system
- ▶ Implemented bus tracking from an in-house private API

Project Pursuit (2017-2018)

- ▶ Completed a short prototype of a game in GameMaker Studio
- ▶ Single-level platformer focused on fast-paced arcade action

AWARDS

- ▶ 2nd Place at Microsoft New England Machine Learning Accessibility Hackathon