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About Me

I am currently attending the University of Washington's Paul G Allen School of Computer Science and Engineering in pursuit of a Bachelor of Science in Computer Science. I am a highly driven and resourceful individual that can navigate through ambiguity using superb communication skill and deliver exceptional results.

Skills

Programming Languages:	<ul style="list-style-type: none">JavaPython	<ul style="list-style-type: none">JavaScript – HTML – CSSC++
Specialized Programming Experience:	<ul style="list-style-type: none">JUnit / Unit Testing ToolsObject Oriented ProgrammingExperienced / knowledgeable in automated software testing	<ul style="list-style-type: none">Node.jsFunctional Programming
Operating Systems	<ul style="list-style-type: none">Mac OSLinux	<ul style="list-style-type: none">Windows
Teamwork & Management Skills	<ul style="list-style-type: none">Led and collaborated with groups in person and remoteExperienced training and integrating new hires into team environmentsRegularly reviews and discusses feedback with professors and team leads	
Communication Skills	<ul style="list-style-type: none">Openly and regularly uses communication with other team membersOpen to constructive criticism and feedback	

Work Experience

Undergraduate Research Intern	<i>Company:</i> University of Washington / <i>Location:</i> Seattle, WA / <i>Dates:</i> 06/22 – 09/22	
Description & Responsibilities: Use spin to enhance stability during the initial launch of a rocket flight		
<ul style="list-style-type: none">Created, managed, and maintained schedulingCreated high quality 3D rocket designsHelped research background information	<ul style="list-style-type: none">Responsible for drafting and sending team requests for funding and equipment rentalPrinted 3D rocket designs using 3D printersResearched and modified a fork of Open Rocket's code base	
Code Instructor	<i>Company:</i> Coding with Kids / <i>Location:</i> Seattle, WA / <i>Dates:</i> 05/21 – 08/21	
Description & Responsibilities: I worked on my teaching skills while also helping build and enrich the knowledge of young coders.		
<ul style="list-style-type: none">Debugged code with studentsMaintained reliability while managing time	<ul style="list-style-type: none">Taught students various coding languages using concept lessons and coding projectsPrepared customized lesson plans specific to students' needs	
Software Development Intern	<i>Company:</i> NASA Ames Research Center / <i>Location:</i> Kodiak, AK / <i>Dates:</i> 05/17 – 08/17	
Description & Responsibilities: I used Python, JavaScript, HTML, CSS, and Linux servers to help create an open-source web application that visualized the infrastructure of renewable communities.		
<ul style="list-style-type: none">Regularly used Linux Systems and ServersPrototyped automated data storage systemCreated and/or sorted geospatial dataPresented during meetings and conferences	<ul style="list-style-type: none">Saved 60+ hours of manual coding by developing an efficient automated menu systemResponsible for developing a visual monitoring system for local wind turbinesGathered and saved static and dynamic data for front-end visualizationAssisted and collaborated with other team members nearby and in New York	

Education

B.S. in Computer Science (In-Progress)	University of Washington (GPA: N/A)	2022 – 2024
Associate of Science	Seattle Central College (GPA: 3.94)	2020 – 2022
Honors High School Diploma	Kodiak High School (GPA: 3.73)	2013 – 2017