



EDUCATION

Master of Science in Computer Science

University of Southern California · May 2023 · 3.8 GPA

Bachelor of Science in Astrophysics, Mathematics and Physics | [Senior Thesis](#)

University of Wisconsin-Madison · May 2021 · 3.83 GPA

SKILLS

Languages: C#, C, C++, HTML, CSS, JavaScript, TypeScript, Python, SQL

Tools/Frameworks: AJAX, Angular, Bootstrap, Express.js, Flask, Git, MySQL, Node.js, REST API

DevOps: Agile methodology, Confluence, CI/CD, Jenkins, Jira

EXPERIENCE

Site Reliability Engineer Intern, Everbridge

June 2022 - Aug. 2022

- Monitored key product statistics by creating SQL scripts to interface with Django and MySQL databases, tracking areas of improvement and ultimately improving user retention.
- Coordinated cross-team to address codebase bugs, improving service stability and refining user experience.

Research Assistant, University of Wisconsin-Madison

June 2018 - December 2021

- Designed a Python code framework to automate stellar-evolution simulations and organization of outputted data on remote servers, improving productivity by as much as 100% with no loss in accuracy.
- Adapted stellar-evolution code to test hypotheses on the formation of blue-lurker stars, discovering one explanation for their existence and earning a Thesis of Distinction and the Award for Excellence in Astrophysics.
- Analyzed research data by writing data reports using Python, emphasizing communication of ideas and results.
- Mentored new team members and authored a training manual to ease the learning curve of future students.

PROJECTS

Events Search Web Application and iOS App

January 2023 - May 2023

- Designed three iterations of an events-search application employing various front- and back-end technologies hosted on AWS, that allows users to find, favorite and share concerts and other events.
- Developed separate front-ends using HTML/CSS & JavaScript, Angular featuring Bootstrap classes, and Swift.
- Wrote respective back-ends using Python & Flask; and JavaScript, Node.js & Express.js.
- Enhanced application responsiveness and user experience by employing AJAX techniques to communicate with RESTful back-end servers and Ticketmaster, Spotify & Google APIs.
- Portfolio links: [Version 1](#) (HTML/CSS, JavaScript), [Version 2](#) (Angular) and [Version 3](#) (iOS).

Unity3D Video Game | [Portfolio Link](#)

January 2023 - May 2023

- Utilized Unity to program gameplay, physics and UI in C# while coordinating with development team to publish an immersive survival horror video game, earning the Best Game award in CSCI 526.

Weenix Kernel Project

August 2022 - December 2022

- Programmed the kernel of a UNIX-based operating system in C, including process, thread and kernel memory management; a thread scheduler; a virtual file system; and virtual memory.

Socket Programming Project

October 2021 - December 2021

- Implemented back-end servers in C/C++ to store social media user data and communicate via UDP with a main server that handles front-end requests.
- Wrote code that enables the main server to communicate with client-facing programs via TCP to suggest friend recommendations based on geographical proximity and mutual interests.