

## EDUCATION

AUG 2017 – DEC 2023

### UNIVERSITY OF NEVADA, LAS VEGAS

- B.S. Computer Science
- B.S. Computer Engineering
- Degrees Conferral Date: Expected Fall 2023

MAY 2022 – AUG 2022

### CODEPATH

- I achieved a certificate in CodePath's Advanced Software Engineering Prep Course

## EXPERIENCE

MAY 2022 – PRESENT

### FIRE BY DESIGN

#### FULL STACK DEVELOPER

- I am developing the front-end and back-end of a web application to manage business inventory and profit to overhead ratio.
- **Tools:** Ruby on Rails, PostgreSQL, HTML, CSS, and Bootstrap.

JUNE 2021 – AUG 2021

### WESTINIS INC/FIVE RIVERS CATTLE, LLC

#### SOFTWARE ENGINEER INTERN

- I programmed real-time geolocation data points from IoT devices to be displayed on a XAML map interface.
- **Tools:** C#, Azure SQL, Blazor, .NET 5, and XAML.

### BLACKJACK ON FPGA PROJECT – 120 HOURS

- I developed an interactive Blackjack game utilizing keys for the user to Hit, Stay, or Stand.
- I applied "Siekoo" to translate English strings for 7-segment displays to output winning conditions.
- I implemented a Dealer AI.
- **Tools:** System Verilog, GitHub, Quartus II, ModelSim, Altera DE2-115 FPGA Board.

### PROXY MANAGEMENT PROJECT – 50 HOURS

- I programmed a server-side discord bot to manage user's proxy data.
- I applied the Axios request library to handle the proxy distributors API.
- I developed the ability for users to generate static or rotating proxies in 127 countries.
- **Tools:** Node.js, Discord.js, and Axios request.

## SKILLS

- Proficient: C++/C, Java, C#, Node.js, System Verilog, x86, MIPS, RISC-V
- Familiar: Python, Ruby, Rails
- **Tools:** Visual Studio, GitHub, MySQL Workbench, pgAdmin 4, Quartus II, ModelSim