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Education

2018-09 - Current **Bachelor of Science: Computer Science**

University of New Orleans - New Orleans, LA

GPA: 3.9



Work History

2011-01 - Present **Software Engineering**

Freelance

- Develop front and back end for desktop and website applications.
- Create program tools to help process and manage data.
- Enhance product engagement through social media/websites/advertising.

2021-01 - 2022-03 **Network Technician**

University of New Orleans

- Produce various, modular program tools, using C#, python, SQL, and java, to automate repetitive networking tasks, and to collect data to present in an orderly manner.
- Write RESTful API to perform CRUD operations in micro-serviced architectures.
- Configure and maintain auto discovering PHP/MySQL/SNMP based network monitoring software.
- Autonomously update firmware and modify configurations for switches in UNO's network.

2015-06 - 2018-01 **Catering Assistant**

Bayou Barn, Marrero, Louisiana

- Set up food lines, displays, decorations, and seating arrangements.
- Arranged linens and table settings according to seating plan and event theme.



Projects

DEV OP Tool

Proprietary fullstack desktop application capable of scanning for hosts on UNO's network and determining what subnet they are on and where they are physically linked onto the network. I made the tool capable of syncing together equipment on our network monitoring systems and routinely performing backups of all network equipment to be stored on a TFTP server. Sensitive data between clients and a server is encrypted using a combination of RSA and AES encryption.

Mobile Object Detection AI

Mobile application that implements TensorFlow's coco-ssd object detection model in a react native expo environment. It processes live camera data from the mobile device's camera and draws predictions onto the screen via an overlaying canvas.

TeH BoX

Multi-threaded, desktop, chatbox application. The server backend, programmed with Java, utilizes sqLite to create/store registered accounts and encrypts passwords with the blowfish cypher. The client's frontend GUI was created by using Java's Swing API. Clients communicate synchronously with the server using a TCP protocol.