

## EDUCATION

**Cornell University, Ithaca, NY** (Jan 2018 – May 2020)

**University of Maryland, College Park, MD** (Jul 2016 – Dec 2017)

*B.A. in Computer Science*

*Current GPA: **3.8/4.00***

*Expected Graduation: **May 2020***

## SKILLS

*Programming Languages:* (Proficient) Java, C, Python; (Knowledgeable) Swift, C#, C++

*Packages & Environments:* Unity3D, AWS, Node.js, BigQuery, Docker

## WORK EXPERIENCE

*Intern - Applicant, Inc. ([www.applicant.com](http://www.applicant.com))*

Dec 2016 – Feb 2017, New York, NY

- ❖ As part of 6-person team, worked on “Applicant”, an online interviewing tool for recruiters
- ❖ Performed database migration; developed backup system for database; created an Android app
- ❖ Technologies: PHP, node.js, MongoDB, AWS, Android

## PROJECTS/RESEARCH

*Github Repository Analysis – Data Science Course*

Nov 2017 – Dec 2017, UMD

- ❖ Obtained database of user actions for 1000 repositories; performed Logistic Regression to predict number of days left in repo’s lifespan, conducted PCA analysis to determine separation of features
- ❖ Technologies: Python, BigQuery, SkLearn, Docker

*Real Time Avateering with Skeleton and Face Tracking - UMD*

Jun 2017 – Aug 2017, UMD

- ❖ Created system for remote presence that lets users control their own live avatar
- ❖ Accomplished avatar construction using Kinect v2 skeleton tracking; optimized facial-feature detection using machine learning; developed algorithm that estimates facial expressions and maps onto avatar mesh
- ❖ Technologies: OpenCV, Kinect, C++, Unity 3D

*VisuArt – The Phillips Collection*

Jan 2017 – May 2017, Washington DC

- ❖ Created virtual reality app that allows users to create live 3D artwork with Oculus Rift; programmed ability to create objects using controllers; implemented multiplayer using UNet
- ❖ Project selected for presentation at Undergraduate Research Day
- ❖ Technologies: C#, Unity 3D, Oculus Rift

*iOS App Developer – Self Employed*

Sept 2012 – July 2016, NJ

- ❖ Created and published two games, ‘Crazy Towers’ and ‘Swervy Cubes’ and a utility app ‘NeverForget – Task Manager’ to AppStore
- ❖ Technologies: Xcode, Unity3D, Swift, C#

## LEADERSHIP

*Vice President, Lead Instructor - UMD Virtual Reality Club*

Sep 2017 – Dec 2017, UMD

- ❖ Taught 30-person class on VR development in Unity3D (C#); manage 400+ members of the club and address their organizational issues; reach out to sponsors and companies

*Workshop Manager - Technica*

April 14 – April 16, 2017 UMD

- ❖ Organized workshops and events for Technica, one of the largest hackathons on the Eastern shore.

## AWARDS & SCHOLARSHIPS

*OMSE Academic Excellence Award • President’s Scholarship • Computer Science Dean’s List*