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EDUCATION

New York University | College of Arts and Sciences

B.A. in Computer Science

Cumulative GPA: 3.9

Major Electives:

iOS Programming, Full-Stack Development, Data Management & Analysis,
Computer Networks, Parallel Computing, Intro to Machine Learning

May 2019
New York, NY

TECHNICAL SKILLS

Programming Languages:

Java, JavaScript, C, C#, Python, HTML

Website Development:

Node.js, Express.js, Handlebars.js, jQuery, CSS

Database Development:

MongoDB, PostgreSQL, SQLite

PROJECTS

Tutoring Center Subject Availability Extractor (Django, Python, Google Calendar API)

Spring 2019

- Web app that extracts data from shift schedules for 70 tutors from Google Calendar to get time intervals for the 5-25 subjects they tutor, then uses an interval merging algorithm to produce daily availability for each subject.
- Automates a manual task to reduce the time it takes from several days to a couple minutes.
- Self-started project that was pitched to and accepted by the director of the tutoring center.

Avalon Assistant (node.js, express.js, passport.js, socket.io, validate.js, Bootstrap)

Spring 2018

- Created a mobile-friendly web app using express.js that helps with character assignment and quest tracking for the board game The Resistance: Avalon. The web app supports multiple games at a time, each with 6-10 people.
- Utilized passport.js for login and unique user tracking, socket.io for real time updates across all users in the same game, and validate.js for client-side form validation.

Neural Pathways (Unity, C#, Phidgets)

Fall 2017

- Worked as the sole coder in a multi-disciplinary team with an animator, writer, and a graphic designer to create an informative, accurate, and visually appealing interactive installation showing neural pathways in different animals.
- Integrated the Phidgets API into Unity to get the digital models to mirror the rotation of physical models by using rotary sensors and to zoom into and show detailed information about specific pathways by using touch sensors.
- Part of the special exhibit "Our Senses: An Immersive Experience" at the American Museum of Natural History.

EXPERIENCE

American Museum of Natural History

Sept 2016 – Present

- Assist in the coding, design, and setup process of various interactive hands-on installations for special exhibitions using tools such as Unity, Raspberry Pi, and Microsoft Kinect.
- Build virtual reality and augmented reality prototypes for the HTC Vive using Unity and SteamVR.

University Learning Center at NYU

Sept 2016 – Present

- Tutor computer science, math, and physics courses to 25+ students for 10+ hours every week.
- Lead workshops such as command line basics and midterm/final reviews on physics for 50+ students.
- Facilitate 3+ weekly group learning sessions for Pre-calculus and Calculus I.

LEADERSHIP

Unity JSON Manager

Summer 2018

- Designed specifications for a tool to enable easy JSON file creation and management for texts within a Unity project to help with translation for international licensing of exhibits.
- Supervised new interns to create, test, and update the tool for user experience improvements.