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EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY   *August 2015 - May 2020*
GPA 3.7, Major GPA: 4.0, Dean's List (all semesters)
BS Software Engineering: Honors Program
Objective: Seeking a position as a Software Engineering Intern in Spring or Summer of 2017.

SKILLS

Experienced with: Java, Python, Ruby, C, HTML, Arduino, Git, JavaScript

Exposed to: Processing, SQL, Android, Rails, Clojure

Tools and Knowledge: Unix Shell, SSMS, Vim, .NET, JQuery, Angular.js, D3.js, Github

PROFESSIONAL EXPERIENCE

ROCHESTER INSTITUTE OF TECHNOLOGY Research Assistant   *August 2016 - Present*
Software research project for displaying previous vulnerabilities in software. Currently working to design front-end timeline views for compiled CVE data as well as assisting to create APIs that will return data to researchers when requested.

TECH DYNAMISM Software Engineering Intern   *May 2016 - August 2016*
Worked on developing a web-app for managing organization staff. As a member of the development team, responsibilities included updating and writing Javascript and C# code, improving site layout and user experience, and writing unit tests to improve code coverage.

SELF-EMPLOYED Computer Programming Mentor   *June 2015 - August 2015*
Mentored a 9th grade student the Java programming language. Worked to create a top-down videogame with dynamic lighting.

NORTHROP GRUMMAN High School Involvement Program (HIP)   *August 2012 - May 2013*
Worked in a two-person team to design a first-person camera system for an unmanned-aerial vehicle, using a radio frequency transmitter and receiver to transmit video signals to the aircraft.

RELEVANT EXPERIENCE

HOLODESK   *September 2016 - Present*
Working on improving touch detection using Arduino and ADXL345 accelerometers for the holodesk project, an interactive touch screen display using a Kinect and projector.

ANDROID TEXT CLOCK WIDGET   *July 2016 – September 2016*
Developed and published a widget for Android that displays the time as a text string. Features include on the fly customization of font, text style, and color.

ARDUINO DOOR LOCK   *September 2015 - May 2016*
Created a lock for a dorm room that allowed access through the internet as well as key-card entry.

EXTRA-CURRICULAR

SOCIETY OF SOFTWARE ENGINEERS Talks Head   *August 2016 - Present*
Mentorship and social society with over 50 active members.
As the Talks Head, responsibilities included organizing talks with students and faculty about many fields of interest, creating flyers to publicize talks and public speaking for promotion.

FIRST ROBOTICS FTC Team Defying Gravity: Build Team Co-Leader   *August 2012 – May 2013*
Virginia State Champion, Regional Inspire Award and Winning Alliance Award Recipient.
Helped to design, build, and program a 16 inch^3 robot to solve a four-foot-tall tic-tac-toe board.