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Contact Me

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	ective

Software developer seeking opportunities to contribute to a dynamic team while expanding my skill set. Currently, I am exploring Android mobile apps, databases as well as user to app interactions.

Education

Olin College of Engineering

Graduation in May 2019 Candidate for Bachelor of Science in Engineering: Computing Recipient of 4-year Olin Merit Scholarship

Work Experience

Huang Microbiology Lab - Research Assistant

Designed experiments studying the collective motion in E. Coli and analyzed results. Wrote a Python program to locate nitrogenase genes when given DNA snippets

Projects _____

Software Design (Python)

DodgyGame

A game that uses Pygame and OpenCV in which the user's face is tracked using OpenCV and used to control the character who is to dodge ostriches on screen.

Google Maps API

Program that uses the Google Maps API in order to return the nearest MBTA station

Shakespeare's Markov

Program that uses Markov analysis to generate sonnets (with the correct syllable count) using Shakespeare's sonnets.

Mobile Prototyping (Android Java, XML)

To Do List

Created a to-do list app that uses Shared Preferences and SQLite to store tasks and their completion status

Restaurant App

Uses SQLite for users who are cooks to set menu items as well as ingredients and for users who are customers to order items and their quantity

Location Scrapbook

Uses Google Play Services API in order for the user to use current location or search for a location and places a marker with a description

Beakon

Social media platform in which users and join, create, and complete movements, which are small calls to action. Uses Firebase and Facebook authentication to store each user's movements and status of movements.