

## Experience

### Software Engineer at Deutsche Bank | Jul 2022 - Present

- C++ developer for Quantum team, dealing with high-frequency strategies.
- Implemented sending and receiving of trade information on critical paths, optimizing for performance.
- Fixed bugs exposing sensitive data in logs; implemented new features in custom build of Nano.
- Conducted interviews, resulting in the hiring of 2 new C++ developers for the team.

### QA Intern at Lucy AI | May 2021 - Aug 2021

- Extensively tested Lucy's knowledge management system, utilizing Jira to report bugs and verify changes.
- Ensured batch provisioning of users worked correctly, allowing 10,000+ users to be added at a time.

### Lead Intern at Holmes Center for Entrepreneurship | Oct 2019 - Aug 2021

- Conducted regular meetings with all interns to assess current status and delegate new tasks.
- Developed and maintained pages for several University websites using Drupal and Git. Ensured the MIN-Corps website could safely migrate to Drupal 9 by upgrading modules.
- Responsible for communications to over 5,000 students and faculty using Salesforce Marketing Cloud.

## Education

### University of Minnesota - Twin Cities | Sep 2018 - May 2022

Bachelor of Science in Computer Science, Minor in Interdisciplinary Design

### DIS Copenhagen | Aug 2021 - Dec 2021

Study abroad in Copenhagen, Denmark. Took a variety of courses, including Game Development, Danish Design, and Counter-Terrorism and Intelligence Analysis.

## Skills

**Languages:** C/C++, Python, C#, Java, JavaScript, SQL, HTML, CSS, OCaml

**Technologies:** Git, Jira, Drupal, Unity, Figma, Adobe Suite

## Projects

**The Red Line** - 3D game prototype written in C# using the Unity engine. 60+ downloads.

**Piecemeal** - **App idea** to streamline process of donating to those in need; **Forge Competition semifinalist**.

**Algorithmic trading program** - Written in Python using the Alpaca API. Allows for automated trading of stock market securities.