



EDUCATION

Brown University, Sc.B in Computer Science Providence, RI GPA: 3.94/4.0 Expected graduation 2026 Relevant coursework: Computer Networks, Computer Systems, Software Engineering, Computational Linguistics, Data Structures and Algorithms, Data Science, Object-Oriented Programming, Structures and Probability, Linear Algebra, Statistical Inference. PROFESSIONAL EXPERIENCE Consolidated Edison | New York, NY May 2024 - Aug. 2024 Enterprise Architecture Intern Established company-wide secure coding guidelines to mitigate security vulnerabilities and support development best practices. • Attended VMware and AWS conferences to stay current on industry advancements; assessed and ensured compatibility of vendor technologies with ConEd systems, aligning solutions with organizational standards. • Contributed to efforts preparing for New York data privacy legislation. Brown University Department of Computer Science | Providence, RI May 2023 - Present Undergraduate Teaching Assistant • Work closely with ~20 colleagues to perform code reviews, hold technical and conceptual office hours, and grade projects on core systems and algorithm topics. Collaborated directly with **Prof. Van Dam** to research, craft and deliver biweekly minilectures on socially responsible computing to ~400 students. Ashoka | Remote May 2023 - Aug. 2023 Data Analytics Intern • Conduct qualitative and quantitative analysis using STATA on surveys from executive leaders of non-profit organizations. Identified, complied, and tracked User Feedback KPIs for the company's annual investor report. RESEARCH & PROJECTS AI Robotics Ethics Society @ Brown | Co-President Sep. 2022 - Present • Lead initiatives to promote awareness of AI ethics, currently spearheading a 7-person project evaluating the impact of technology ethics education. Previously collaborated with postdoc researchers from in Pontifical Catholic University, Brazil on a publication about the AI Ethics Tool, a web application designed to help developers assess ethical risks in AI projects. Virtual Internet Protocol | Go Oct. 2024 • Developed a custom Virtual IP Network, implementing IP forwarding and routing, using UDP sockets to simulate packet transmission. Integrated RIP routing protocol with poison reverse and split horizon to enhance network efficiency. Mock Internet Radio | Go Sep. 2024 • Developed a mock internet radio in Go, handling multi-threaded TCP connections to a client and streaming UDP data over correlated client listeners from a server. Redlining Maps | Typescript, React, Java Oct. 2023 Lead classmates in developing full stack web mapping application overlaying redlining data with user authentication, dynamic pin storage, and data management using Firebase. American Community Survey (ACS) Data Connector | Typescript, React, Java Apr. 2024 Designed a web app to display API calls to ACS data. Integrated Firebase for authentication

Thread-Safe Database | C

Dec 2023.

• Built a multi-threaded client server in C to handle multiple concurrent users over a network, implementing search, addition, and deletion capabilities.

and prioritized accessibility via keyboard shortcuts and screen reader compatibility.

Mock C Shell | C
Developed a Unix-like shell in C, implementing core functionalities such as command parsing, process execution, I/O redirection, and pipeline operations.

Oct. 2023

SKILLS & INTERESTS

Programming Languages: C, Go, x86 ASM, Java, Python, SQL, TypeScript, React, HTML/CSS. Languages: Intermediate-High Chinese (ACTFL certified). Novice-High Arabic (ACTFL certified). Conversational Urdu. Tools & Frameworks: Git, Docker, Pandas, NumPy, Terraform, Wireshark, Linux, VSCode, IntelliJ, Microsoft 365. Interests: Hiking, embroidery, mystery novels, woodcarving.