
Skills

- Professional Experience in Scala, Typescript. Use of Play!, Angular
- Experience in C/C++ , Java, Python in a Unix environment. Objective-C (prior experience).
- Git, SVN
- HTML, CSS, Javascript
- Graph algorithms, Sorting Algorithms
- OS Concepts: locks, mutexes, semaphores
- Databases: SQL (fair)
- Socket Programming - TCP/IP. Client-server architectures.
- Exposure to OpenGL / terrain visualizations
- Multithreading, Dynamic Programming
- Exposure to MapReduce using Hadoop

Experience

Rally Health (Digital Health)**Fall-2016 - Present***Software Engineer*

Primarily working on the company's insurance dashboard product. Extensive use of Scala using the Play framework.

- Developed APIs and Microservices, integrated with third party APIs.
- Extensive use of unite testing frameworks and continuous integration
- Use of Typescript with the Angular Frame
- Technologies used: Scala, Play!, Angular, Typescript, Jenkins,

RoboCup (Bowdoin Robotics Team)**Fall 2013-Fall 2015***Active Member, World Class Robotics Team*

We use NAO robots to compete in the RoboCup Standard Platform League, where they play soccer autonomously.

- Researched ways to improve the locomotion of the robots in a soccer environment.
- Wrote a Java and C++ based software tool to modify the behavior of the robots in real time.
- Improved near goalpost behavior and created a penalty kick behavior using Python.

Center for Learning and Teaching, Bowdoin College**Fall 2013-Spring 2016***Quantitative skills tutor, TA*

- Work as a Bowdoin Science Experience Mentor, fostering the interest for science on incoming students and providing mentorship during their first semester in college.
- Tutored students in introductory Calculus and Computer Science.

Projects and Awards

CBB Hacks (2016):

- Obtained "Best Hardware Hack" award. developed prototype of interactive website using the Myo armband.
- Focused on interaction of armband with the website. Coded in Lua.

Car with Emotions (2015):

- Prototype car built based on the Arduino Uno that interacted with it's environment.

Titanic Survivor Prediction Model

- Used Python with the Scikit-Learn, Numpy and Matplotlib libraries to explore the Titanic Survivor Kaggle data set.
- Modeled survivor rate by training a random forest algorithm.

GraphHack @ GraphConnect

- 3rd Place at Hackathon hosted by Neo4j, creator of NoSQL graph database Neo4j.
- Cleaned and normalized data from the San Diego Campaign Finance data set.
- Learned about Cypher and query formation in Cypher.

Education

Bowdoin College. Brunswick, ME.*Majors:* Mathematics/Computer Science (Double Major).**Bachelor of Arts, May 2016****Mathematics GPA – 3.27****Computer Science GPA – 3.30**

Relevant Coursework: Distributed Systems, Operating Systems, Programming Languages, GIS Data Structures and Algorithms, Cognitive Architectures, Computer Networks, Optimal Control, Advanced Analysis, Introduction to Analysis, Differential Equations.