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Experience

Computer NYC Tutor & Technical Services

New York, NY

MANAGER, TECHNICAL SERVICES

2014 — Present

- Managed a team of four, assigning projects and scheduling
- Worked one-on-one with 100+ clients in rotation
- Performed diagnostics on clients' home and business setups while maintaining professional attitude
- Solved problems such as syncing contact information between unsupported software and diagnosing failing hardware
- Worked with highly variable requirements to achieve aforementioned results

PBC Labs

New York, NY

FLUTTER ENGINEER

2021 — Present

- Participated in the 2021 CUNY Public Health Innovation Accelerator
- Used Trello for team communication and planning
- Designed the mobile app layout and user experience flow through Figma
- Implemented the frontend of the Bloomelody app using Flutter & Dart
- Edited the initial Bloomelody commercial, available on YouTube

Hetrick-Martin Institute

New York, NY

INTERN, PEER OUTREACH WORKER (POWERS)

Sept. 2019 — Jun. 2020

- Created and organized a mental health survey targeting 500 people, surpassing goal to reach ~700 people, to better allocate resources towards mental health outreach efforts
- Analyzed survey dataset using Python data libraries such as seaborn & pandas
- Led efforts for and implemented current program logo/uniform design
- Designed an updated information packet to be distributed to newcomers

INTERN, TAU GAMMA TV

Feb. 2020 — May 2020

- Led a five-person live-broadcasting team
- Created individual episode plans and provided statistics and facts for each topic, leading to a more streamlined broadcasting experience for the team
- Managed and ran the weekly live stream through OBS

Projects

Bloomelody

PBC Labs

MOBILE APPLICATION TAILORED FOR THERAPIST USE WITH EARLY-INTERVENTION LEARNERS

January 2021 — Present

- Designed the app layout and user experience through Figma
- Implemented the design for cross-platform use utilizing the Flutter toolkit & Dart
- Worked with various flutter libraries such as GetX for state management, Flutter Sound for playing media
- Backend uses Google Cloud Platform (Speech-to-Text) and Firebase Suite (Crashlytics, Storage, Cloud Functions, Performance)

Discord Moderation Tool

Personal Project

APPLICATION TO MODERATE DISCORD SERVERS, PROVIDES A FRONT-END

February 2020 — Present

- Designed application with privacy-focused users in mind
- Researched Discord API, with a focus on implementation of REST API, Websocket API, and OAuth2
- Created back-end in Python using asynchronous functions
- Used Javascript & Vue to implement a responsive, adaptive front-end layout
- Application saves channel chat logs to a specified SQLite, MySQL/MariaDB, or PostgreSQL database using SQLAlchemy

inFAMOUS NES Demake

Group Project

A 2D PLATFORMER BUILT FOR A ONE-WEEK RETRO GAME JAM

March 2021

- Implemented player movement and projectile logic using libGDX/Java
- Designed pixel art, backgrounds, and sprites

Voice/Gender Recognition

MACHINE LEARNING MODEL FOR DETECTING GENDER, WITH AN ACCURACY OF 98%

Spring 2018

- Used Python, scikit-learn, and R library seewave to create an ensemble machine learning model to detect gender based on a voice sample's characteristics
- Analyzed and processed voice samples into various measurements of frequency and spectral analysis
- Processed data with Python data libraries pandas and numpy before use with the model

Education

The City College of New York

New York, NY

BACHELORS OF SCIENCE IN COMPUTER SCIENCE

May 2018

- Machine Learning, Algorithms, Data Structures, Software Design Lab, Database Systems

Skills

Languages Python, Dart, Javascript, C#, C++, Java, MySQL, Latex

Tools Flutter, Vue, Qt

OS Windows, Linux, Mac OS

Misc Leadership & Teamwork in 3-5 Person Teams, Collaborative Project Management, Analytic Problem Solving Skills