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EDUCATION

New Brunswick, NJ	Rutgers University	Expected May 2021
<ul style="list-style-type: none">• B.S. in Computer Science, Expected May 2021. GPA: 3.74.• Current Coursework: Systems Programming, Discrete Structures II, Information & Databases, Linear Algebra• Undergraduate Coursework: Financial Planning, Data Structures & Algorithms, Computer Architecture, Discrete Structures I, Intro to Computer Science, Intro to Computers and Applications, Physics I & II, Calculus I & II		

EMPLOYMENT

Learning Assistant	Rutgers University	September 2019 – present
<ul style="list-style-type: none">• Lead recitation classrooms for the introductory computer science course at Rutgers University – New Brunswick.• Teach the programming language of Java to multiple classrooms of 18-20 undergraduate students.• Reinforce knowledge on different concepts such as object-oriented programming, recursion, big O, sorting, loops, etc.• Communicate with course professor and department staff to plan recitations and develop lesson plans.		
Calculus Study Group Leader	Rutgers University	September– December 2019
<ul style="list-style-type: none">• Manage a study group containing 18 undergraduate students, providing assistance for any difficulties and questions with the Rutgers calculus 1 course material.• Stay in close communication with the lead mathematics academic coach, creating lesson plans and developing essential study techniques for students to use.		
Lead Tutor	Rutgers Plangere Writing Center	September 2018 - May 2019
<ul style="list-style-type: none">• Guided undergraduate students to facilitate their writing process and strengthen their higher order thinking skills in the highly accredited Rutgers Writing Program.• Provided assistance to other tutors in times of difficulty with students and lead tutors to become self-sufficient.		
Sales Associate	GUESS? Inc. Factory	November 2016 - February 2017
<ul style="list-style-type: none">• Responsible for attending to the overall satisfaction of the consumer experience.• Maintained organization and safety of the store and merchandise.		

TECHNICAL EXPERIENCE

Projects

- **Hexadoku** (2019). Solved a 16x16 sudoku puzzle containing hexadecimal numbers between from 0 to F using a backtracking algorithm that guesses a random number on an empty cell and recurses back if the guess is wrong. C
- **DOM Tree** (2019). Altered the Document Object Models of HTML documents to add, remove, bold, and replace tags within the document based on the user input as well as representing the DOM as a tree. Java, HTML
- **One-Shot Learning** (2019). Implemented a machine learning algorithm to predict house prices based on given historical data. C
- **Expression Evaluator** (2019). Evaluated math expressions from ranging difficulties, using stacks to correctly solve problems via the order of operations. Java

LANGUAGES AND TECHNOLOGIES

Languages: Java; C; Python; JavaScript
Technologies: CSS, HTML, Linux OS, Git, Android Studio, GameMaker Studio 2, Eclipse, Vim, Atom, Microsoft Office Suite, Adobe Premiere Pro, Adobe Photoshop