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EDUCATION

Boston University Boston, MA	May 2022 Graduation
<ul style="list-style-type: none">• Bachelor of Arts in Computer Science College of Arts and Sciences• Minor in Entrepreneurship and Innovation Questrom School of Business• Bachelor of Science in Film and Television College of Communication• 3.40 Cumulative GPA w/ Richard D. Cohen Scholarship & Dean's List	

WORK HISTORY

Spark! Boston University Boston, MA Program Manager	Jan 2022 – Current
<ul style="list-style-type: none">• Coordinating data science projects as project manager with student teams and clients.• Working with Massachusetts Area and Planning Council to aggregate weather station data.• Working with Boston Planning & Development Agency to create visual models on the Brazilian population in America.	
InVesper Inc Boston, MA Chief Technology Officer	May 2021 – Current
<ul style="list-style-type: none">• Co-founded a startup company which is developing a software-as-a-service application platform in a two-sided fintech market which aims to connect trade signaling services to personal investors.• Raised accelerator funding and currently in software development and customer outreach.• Working with a marketing team from Questrom School of Business for a strategized go-to-market plan.	
iDevices* Avon, CT Embedded Software Engineer Intern	May 2019 – August 2019
(*Subsidiary of Hubbell Incorporated)	
<ul style="list-style-type: none">• Integrated a system of IoT devices using ESP32 Wrover development boards to help the iDevices company transition into a new embedded architecture for upcoming technologies.• Delivered a test code base in C/C++ with documentation on key features such as the built-in hardware components, AWS IoT, FreeRTOS, and Make.	

PROJECTS

Python Portfolio Management Algorithm	Feb 2022 - Current
<ul style="list-style-type: none">• Researching & developing an automated trading system using technical indicator strategies combined with semantic and fundamental analysis in Python which is able to perform 85% return over 5 year period compared to 124% growth in the S&P500.	
Spark! Innovation Fellowship	Sept 2021 – Current
<ul style="list-style-type: none">• Leading a project team that is developing a quadruped pet robot derived from open-source designs.• Implemented embedded microcontrollers, sensors, motion kinematics code in Python with Raspberry Pi.	
Arduino Robotic Arm	July 2021 - Aug 2021
<ul style="list-style-type: none">• Developed on an open-source robotic arm project at home assembled with 3d-printed parts and added machine learning code to give the robotic arm autonomous control to respond to interactions with a human's hand movements.	
XR Terra AR/VR Developer Program	June 2020 - Aug 2020
<ul style="list-style-type: none">• Collaborated with PTC on the goal to create an innovative way to use augmented reality in commercial settings and delivered an AR notebook application which allows users to place virtual notes on real-life objects with memory and tracking using Microsoft Azure's spatial anchors.• Partnered with Packet39 on the task to create a training simulator for crane drivers in virtual reality and successfully delivered an interactive experience with realistic crane mechanics and an immersive environment using the Unity engine and Oculus hardware.	
HackNYU	Feb 2019
<ul style="list-style-type: none">• Competed in a team of three to develop a web-application called DownToDine which allows users to find restaurants based on a specific budget constraint while integrating APIs from Zomato and Google using Flask and won 2nd place on the financial track.	

SKILLS

- Programming Languages: Assembly, Bash, C/#/++/SS, Dart, Git, X/HTML, Java, JavaScript, LaTeX, MATLAB, OCaml, Python, React, SQL, Swift
- Technical Tools: 3D-Printing, Arduino, AWS, Blender, ESP32, Flutter, Google Firebase, Lightroom, ROS, Raspberry Pi, Unity, ML Tools, Linux