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EDUCATION

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|---|---|----------------------------|
| New York, NY | City University of New York Hunter | Fall 2015 - Present |
| <ul style="list-style-type: none">• B.A in Computer Science, Summer 2019. GPA: 3.04• Undergraduate Coursework: Cloud Computing (in progress); Databases; Android Application Development; Computational Theory; Operating Systems; Algorithms and Data Structures I-III; Computer Arch. I & II | | |

TECHNICAL EXPERIENCE

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|--|------------------|--------------------|
| Operating System Simulation | Python | Fall 2018 |
| <ul style="list-style-type: none">• Built 13 user driven shell style operating system commands with input parameters.• Implemented a classical paging memory management scheme for the system simulation.• Created an algorithm to find and kill any process in the system simulation based on a process ID. | | |
| Notepad iOS App | Swift/IOS | Summer 2018 |
| <ul style="list-style-type: none">• Built an auto-save mechanism that saved immediately upon completion of user typing.• Implemented a data persistence mechanism that handled concurrent accesses to a SQL lite database via the Core Data framework.• Designed an user interface by overriding the implementation of loosely coupled protocols (delegates) to add custom functionality to views in the UIKit framework. | | |
| Restriction Enzyme Database | C++ | Spring 2016 |
| <ul style="list-style-type: none">• Engineered a parser for a real world data set with 700+ lines of data.• Implemented an AVL tree with lazy deletion for efficient restriction enzyme lookup result was $O(\log n)$ query time; look up feature was tested against a data set containing 400 lines of DNA sequences.• Created a recognition site detection algorithm which indicates where the DNA sequence was cut (the recognition site) by a restriction enzyme. | | |
| Sudoku Solver | C++ | Fall 2016 |
| <ul style="list-style-type: none">• Engineered a backtracking algorithm that uses a stack to test board possibilities; is functional for game boards that require less than 10,000 backtracks to solve the puzzle.• Built a Sudoku game board parser that reads in boards from a text file.• Created an empty board space detection algorithm to help determine the next move in the game. | | |

ADDITIONAL EXPERIENCES

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|---|--------------------------------------|--------------------------------|
| Resident Advisor | St. George Residence Hall EHS | March 2017 - Present |
| <ul style="list-style-type: none">• Supported a community of 1500 students; ran administrative desk; first responder to 20 crisis situations; held 30 events with average attendance of 15 students; appointed recognition coordinator for staff. | | |
| Computer Science Club | Co-Founder & President | Fall 2016 - Spring 2018 |
| <ul style="list-style-type: none">• Planned, orchestrated, and hosted a variety of a workshops on topics such as, git, hackathons, tech interviews, iOS, and Android with an average attendance of 15 – 20 Students. | | |

TECHNICAL EMPLOYMENT

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|---|-----------------------|-------------------------------|
| Seasonal IT Infrastructure Intern | NYCM Insurance | Summer 2013 - Jan 2016 |
| <ul style="list-style-type: none">• Built and provided base configuration for 30+ production environment servers on a VMware ESXi platform via VMware V-center.• Led RSA two-factor authentication project in which RSA security software was installed on 40+ machines to work in conjunction with RSA token generators.• Led 10+ routine business meetings on server pruning project (removing 50+ outdated and unused servers that pose as a security threat). | | |

LANGUAGES AND TECHNOLOGIES

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- Python(fluent); C++(fluent); Swift(proficient); Java (previous experience); PostgreSQL, Flask, Xcode; git