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Education

Purdue University

Bachelor of Science in Computer Science and Mathematics
2019 Purdue Summer in Sydney Study Abroad
Spring 2019 Semester Honors

Expected 2022

GPA: 3.4

Technical Skills (0 Learning – 10 Mastery)

Languages:

- | | | |
|--------------------|--------------|------------------|
| • C (9) | • C++ (9) | • C# (9) |
| • Bash (9) | • Java (8) | • HTML & CSS (7) |
| • Markdown (7) | • Python (6) | • LaTeX (5) |
| • FLEX & Bison (4) | • MatLab (3) | • GLSL (2) |

Technologies:

- | | | |
|-----------------|---------------------|------------------|
| • VIM (10) | • Visual Studio (9) | • Linux/Unix (9) |
| • Windows (9) | • CLion (8) | • Eclipse (7) |
| • Atom IDE (6) | • DirectX 12 (5) | • ASP.NET (5) |
| • Bootstrap (4) | • CUDA (3) | • OpenCV (2) |

Work Experience

Risque Development Group: Assistant Technical Lead – C# & ASP.NET

January 2019 – Present

- Solved over 60 different issues on the Risque website to increase accuracy and provide stronger user experience
- Designed new implementation for caching time inefficient information for quicker data retrieval
- Aided in assignment of workload for 8 Software Developers
- Facilitated the deployment of new features and bug resolutions to ensure Purdue's IT system was always running as seamlessly as possible for the 40,000 students and faculty on campus

Projects

Shell: Personal Project/Class Project – C/C++

October 2019 – Present

- Developed a bare-bones shell using C, Lex, and YACC to aid in low level Unix command line access
- Updated shell using C++, FLEX, and Bison to automate workflow with more customization

Personal Website: Personal Project – HTML & CSS, Javascript

August 2018 – Present

- Honed in-depth understanding of HTML & CSS for a responsive static website
- Curated and maintained a domain through Google Domains for simple navigation to personal projects

Neural Network: Personal Project/Class Project – C++

January – May 2018

- Designed and implemented polymorphic neural network program to allow persistent neural network training
- Learned CUDA library functions for hardware acceleration on Nvidia GPU for quicker parallelizable operations

3D-Cube map renderer: Personal Project/Class Project – C++

August – December 2017

- Designed simple workflow to view 3D-cubes in first person for interactive map viewing
- Self-taught DirectX 12 API for rendering cubes to present aesthetically pleasing renderings of 3D space
- Managed the organization of a 5-month class project to:
 - Learn a new programming language (C++)
 - Develop a working executable for testing
 - Deliver a 15-minute presentation on the project to peers

Relevant Coursework

Current:

- | | | |
|--------------------------|-------------------------|--------------------------|
| • Analysis of Algorithms | • Intro to Cryptography | • Differential Equations |
|--------------------------|-------------------------|--------------------------|

Past:

- | | | |
|----------------------------------|-----------------------------------|-------------------------|
| • Programming in C | • Foundations of Computer Science | • Computer Architecture |
| • Data Structures and Algorithms | • Systems Programming | • Numerical Methods |
| • Multivariable Calculus | • Linear Algebra | • Statistics |

Clubs and Activities

B01lers

Member

September 2019 – Present

Competitive Programming Union

Member

September 2019 – Present

AITP

Member

September 2018 – December 2018