

### TECHNICAL SKILLS:

JavaScript, React.js, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, PostgreSQL, SQLite3, Webpack, jQuery, Git, Heroku, Python, Puppeteer, Test-Driven Development, AWS, Google Maps API, RSPEC, Canvas, DOM Manipulation, Elastic Search, Linear Algebra, Product and Mechanical Design, Team Communication, CRUD

### PROJECTS:

**BulleTrades** | ReactJS/Redux, Ruby on Rails, PostgreSQL

[live](#) | [github](#)

A single-page full-stack clone of Robinhood, allowing users to search, purchase and add to their portfolio or watchlist.

- Implemented frontend and backend user authentication that stores only Bcrypt-encrypted passwords, temporarily displaying authentication errors if credentials are incorrect, resulting in a lightweight and modern user experience.
- Developed an elastic search bar utilizing iexcloud's API to dynamically filter any stock by user's input.
- Handled API and Backend Data requests with batch processing and atomic transactions to prevent invalid user inputs and decrease user website load time.

**Altus Empire** | ReactJS/Redux, MongoDB/Mongoose, Node.js, Express.js

[live](#) | [github](#)

A MERN stack Team project, which publishes crowd-sourced reviews and businesses, with an interactive search and map.

- Designed atomic backend transactions, queries, and validations to prevent invalid user inputs and provide fast and asynchronous responses.
- Combined AWS, passport, and Express to provide users a safe and encrypted system that only allows users with given JSON web tokens to upload images.
- Supported the creation of the dynamic search bar by establishing connection between the frontend Axios CRUD routes and the backend Express CRUD routes that asynchronously searches by user input inside MongoDB.

**Angered Birds** | Javascript, Canvas, Node.js

[live](#) | [github](#)

A projectile physics game, which aims to destroy all pigs on the screen as they hide around objects!

- Constructed physics and collision detection engine for all objects to give users an interactive experience.
- Any object property can be launched with their own adjusted magnitude and angle. Moreover, as objects get hit their assigned state will allow animations and round levels to be detected.

### EXPERIENCE:

**Mechanical Design Engineer Intern**

EN-POWER GROUP

May 2019 - August 2019

- Utilized AutoCAD and Material Design to build solar panels and microgrids for energy storage and efficiency.
- Experimented with different silicon and glass materials for increased voltage efficiency.
- Focused on energy efficiency to maximize long term sustainability and payback.
- Team Energy Auditing to provide energy savings for homes and facilities.
- Communicated with team members, customers, simulation engineers and managers on design and customization.

**Pharmaceutical Investor and High Speed Trader**

BulleTrades

Oct 2017 - Aug 2020

- Worked in a fast paced environment that requires instantaneous decisions combined with daily market research.
- Combined Historical SQL data querying, Trade Ideas algorithm scanner, Benzinga news scanner, and day to day catalysts to provide Data Driven trades.
- Worked with a team of 4 to identify trading opportunities in different market sectors to provide high accuracy and risk averse trades.

### EDUCATION:

Stony Brook University- Mechanical Engineering

2020

App Academy - 1000 hour intensive course in full-stack software development with 3% acceptance rate

2021