
EDUCATION

Auburn, AL **Auburn University** **Summer 2016 – Fall 2017**

- B.S. in Computer Science, December 2017. In-major GPA: 3.21
- Undergraduate Coursework: Algorithms, Databases, Programming Languages, Comp. Networks, Operating Systems, Automata Theory, Comp. Architecture, Game Design.

EXPERIENCE

Test Automation, Co-op **Command Alkon** **Summer 2015, Spring 2016**

- Facilitated automated test runs, testing for bugs, and transferring test scripts to a new testing software.
- Managed, repaired, and updated work environments for employees.
- Pioneered a project in Python to automate tests on different servers through process threading and managing SQL database accesses.

Instructor **Mathnasium** **Summer 2014**

- Tutored kindergarten to high school senior students in various mathematic levels: Pre-Algebra, Geometry, Algebra I, Algebra II with Trigonometry, Pre-Calculus, Calculus I.

TECHNICAL EXPERIENCE

Projects

- **Words That Count** (2015). Given a text file, created a hash table to count the number of occurrences for each word, managing the size of the hash table and using open addressing with double hashing as the hash function. Java, Course: Data Structures & Algorithms
- **Hall Monitor** (2016). Text-based game using singly linked lists, basic data structures, and unit testing. User is a student walking the hall, encountering various professors, grad students, and staff members that affect their attributes and score. C++, Course: Software Construction
- **Patient Database** (2017). Database capable of managing hospital patients' information, complete with E-R models, relational schemas, and normalizations. Python, PostgreSQL, Course: Database Systems I

LANGUAGES AND TECHNOLOGIES

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- Java, Python, C++, SQL.
 - Git, UNIX, Linux, Eclipse, XCode.