

SUMMARY

Aspiring Software Engineer with a strong programming background in Python, web development, software, and network engineering. Experienced in developing and maintaining web applications, troubleshooting complex issues, and collaborating with cross-functional teams. Seeking to leverage my skills in a dynamic and innovative environment.

EDUCATION

California State University, Sacramento

January 2022 - July 2024

Bachelor of Science in Computer Science - Dean's Honor List. Completed 4 year degree program in a record breaking time of 2.5 years

TECHNICAL SKILLS

Programming Languages: Python, C, C++, Java, JavaScript, HTML, JSON, SQL, Jinja2, GraphQL

Web Development: HTML, CSS, Flask, Django, React, Framer Motion, JavaScript, ThreeJS, Typescript

Operating Systems: Windows, Kali Linux, Ubuntu, Parrot OS, MacOS

Cloud Environments: AWS, GCP

Networking: VLAN, TCP/IP, STP, ARP, Ethernet, DHCP, OSPF, BGP, IPSEC, CCNA (equivalent)

Tools: Ansible, Splunk, Observium, Grafana, Git (BitBucket & GitHub), VMware/VirtualBox, WireShark, Jenkins

PROJECTS

Technical Leadership Project:

- **Project Lead, Infrastructure Development for Bay Develops** **August 2023 - August 2024**
 - Led a team of 7 to develop a full-service interactive website using React, Node.js, Stripe API, and Auth0
 - Implemented features including seamless transactions and an interactive chatbot
 - Managed project scope, coordinated team activities, actively participated in code reviews and ensured teamwork spirit while maintaining timely delivery with positive client feedback

Self Learning Projects:

- **Portfolio Website** **March 2024 - Present**
 - Developed a personal portfolio website using HTML, CSS, and JavaScript and Framer Motion
 - Showcases web development skills, education, professional projects, skills, and experience
- **Flask Web Application for Google Docs Automation** **February 2024 - April 2024**
 - Created a web application using Flask that accepts prompts and types them into Google Docs
 - Implemented user authentication and real time document updates
 - Enhanced user experience with a clean and responsive interface

Open-Source Contribution Projects:

- **Custom Secure Linux Memory Allocator with C** **March 2024 - April 2024**
 - Developed a custom memory allocator enhancing system performance and security
 - Implemented vulnerability testing with tools like Valgrind and GDB
 - Achieved 20% improvement in allocation efficiency and mitigated critical vulnerabilities
- **Wisconsin Process Shell OSTEP Project with C** **february 2024 - March 2024**
 - Developed a command line shell interpreter in C Integrating advanced process and memory management
 - Enhanced shell performance by 40%
- **UNIX - Inspired CommandLine Utilities Enhancement Project** **January 2024 - February 2024**
 - Developed UNIX command line utilities enhancing system functionality
 - Engineered tools mimicking `cat`, `grep`, `zip`, `unzip` with 30% speed improvement

PROFESSIONAL EXPERIENCE

- **Network Engineer Intern, CrowdStrike Inc, Sunnyvale, CA** **May 2023 - August 2023**
 - Developed Python script for network device connections, integrating over 35 devices
 - Automated device onboarding with Ansible, reducing errors by 30% and setup time by 50%
 - Created Jinja2 templates for remote switch configurations, expediting deployment by 40%
 - Enhanced network monitoring with Grafana and Prometheus, improving visibility by 70%
- **Research Assistant AI and Machine Learning, CSUS, Sacramento, CA** **January 2024 - May 2024**
 - Conducted research on NLP and AI, focusing on sentiment analysis and language translation, contributing to 3 major projects
 - Developed machine learning algorithms using Python, TensorFlow, and ScikitLearn, improving model accuracy by 15%