

As a Full-Stack Software Engineer, I combine my expertise in front-end and back-end development to build seamless and scalable applications. With an interest in data science and machine learning, I am passionate about leveraging data-driven insights to enhance functionality and user experience.

Education

Bachelors of Science, Computer Science, Data Science Minor, Wentworth Institute of Technology, Boston

2021 – 2024

Work Experience

IT Intern Co-Op (Sys Admin)

MIT Lincoln Laboratory

Jan 2024 – April 2024

IT Team

Lexington, MA

- Maintained, containerized and updated a Real-Time Work Schedule Web Application using NodeJS and MySQL to track employees in real-time for scheduling between two main locations of MITLL while increasing query efficiency.
- Developed a CI/CD pipeline using GitLab runner to allow for the testing, review, and updating of code as well as design of the web application.
- Enhanced application performance by approximately 20% by transitioning from a single MySQL connection to a connection pool in a Node.js environment, optimizing handling of low concurrency tasks.
- Collaborated with other teams to meet development goals by implementing features.

Back End Developer Intern

SuperLogics Inc.

Jun 2023 – Sep 2023

Production Team

Natick, MA

- Led the redesign and phased deployment of internal SharePoint sites, incorporating PowerAutomate, Teams, and APIs.
- Utilized HTML, PHP, Python, and JavaScript to enhance site functionality.
- Facilitated planning sessions and cross-departmental meetings to optimize user experiences for production and sales teams.

Computer Assembly Technician I - III

SuperLogics Inc.

Jun 2022 – Present

Production Team

Natick, MA

- Advanced through roles in computer assembly, from basic systems to specialized server assemblies, enhancing expertise in OS installation and configuration on Windows and Linux.
- Mastered RAID system configuration and disk imaging to meet specific customer needs, while upholding high-quality standards across varying order sizes.
- Led and managed teams of technicians to meet production deadlines efficiently, ensuring optimal resource utilization.

Projects

LAP: Lift and Progress - Health & Fitness Tracker

2023

- Developed an integrated health and fitness tracking app using Flutter and Firebase, aimed at improving user health through daily tracking and community interaction.
- Engineered a robust app with user-to-user communication, intake and exercise logging, all embedded in a user-friendly calendar interface to monitor progress over time.
- Technologies used: Flutter, Firebase, Dart

Liar's Dice - JavaFX Game

2022

- Built a JavaFX-based game application simulating the Liar's Dice game, focusing on engaging user interfaces and strategic AI opponents through the creation of sophisticated algorithms for CPU decision-making and implemented detailed game rules to ensure an enjoyable and challenging game experience.
- Technologies used: JavaFX, Java

Technical Skills

- **Programming:** Java, Python, C, C++, Dart
- **Web Development:** HTML, CSS, JavaScript, PHP, React, Vue.js, Node.js, Gatsby.js
- **Database:** MySQL, PostgreSQL, Firebase, Firestore, Netsuite, QuickBooks
- **Additional Skills:** Git, GitLab, Linux, Docker, Kubernetes, ProxMox
- **Other:** Put whatever you want here that you think is relevant (ie AWS)