

First Last

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EDUCATION

University

05/2024

Bachelor of Science Honors in Computer Science

GPA: 3.7/4.0

Relevant Coursework: Data Structures and Algorithms, Relational Databases, Distributed Systems, Networking

SKILLS

Programming Languages: Java, Python, C#, JavaScript, Typescript, HTML5/CSS

Technologies: Copilot Studio, Google Cloud Platform, SQL, React JS, ASP.NET, Git, Linux, Flask, Postman

Certifications: Google Cloud Platform (GCP) Associate Cloud Engineer, GitHub Actions, GitHub Foundations

EXPERIENCE

Software Engineer

Sept 2024 – Present

Location

- Designed and deployed an AI-powered Copilot agent for an internal app, using Power Automate flows to perform ETL with on-prem API endpoints and streamline workflows for 20,000+ employees
- Engineered backend middleware for Single Sign-On (SSO) by implementing JSON Web Token (JWT) validation and payload extraction, ensuring compliance with security and local governance across the SDLC
- Optimized deep link redirection by implementing server-side middleware in ASP.NET Core to bypass initial React SPA load, reducing latency by 1500 milliseconds
- Established and integrated GitHub Actions to automate deployment to lower environments, optimizing the CI/CD pipeline and reducing build and release times by 50%

Software Engineer Intern

June 2023 – Aug 2023

Location

- Company
- Transitioned JSON Web Token (JWT) storage from session storage to local storage, enabling cross-tab sharing, improving state consistency, and eliminating authentication failures by 100%
 - Developed and documented REST APIs using OpenAPI/Swagger specifications to communicate with MongoDB databases, improving backend clarity, discoverability, and cross-team integration efficiency
 - Resolved 100% of lint errors in the team's C# codebase to improve maintainability, readability, and team productivity
 - Conducted regression testing on mobile devices, identifying and fixing 20+ defects to ensure a successful pilot

Software Engineer Intern

Feb 2022 – Apr 2022

Location

- Company
- Automated unit testing by configuring test scripts and integrating them into the CI/CD pipeline, cutting manual testing time by 2–3 hours per release and improving release efficiency within Agile sprint cycles
 - Diagnosed and resolved React frontend errors ranging from user login to personal dashboards decreasing reported bug issues by over 10%
 - Produced and deployed 2 consumer software applications using the Python Flask framework, driving an increase in site traffic by 25% in the first month

PROJECTS

HotStock | React, Django, MySQL

- Developed a full-stack stock prediction app enabling secure JWT-based authentication for 9+ users, allowing them to predict next-day stock performance, and track scores in real time
- Scheduled daily ticker selection and score calculations via cron jobs and Yahoo Finance API, ensuring 24/7 availability
- Architected Rest APIs to update leaderboards instantly, increasing user engagement through competitive gameplay and powering 9+ daily user predictions

Chess | Java

- Programmed a terminal-based chess simulation, implementing full game functionality (castling, pawn promotion, en passant, e.t.c)
- Modeled chess piece behaviors and board interactions using Object-Oriented Programming (OOP) principles, enabling complex game logic and resulting in a 100% successful execution rate of game rules