

EMPLOYMENT

IT Research Associate	Regency Centers	January 2021 - Present
Robotic Process Automation		
<ul style="list-style-type: none">• Create and implement various automation solutions on the UiPath robotic process automation platform to give efficiencies to manual business operations.• Support an infrastructure migration by designing a UiPath project which automates the comparison process among reports downloaded from various environments.		

EDUCATION

Jacksonville, FL	University of North Florida	August 2017 - April 2021
<ul style="list-style-type: none">• B.S. in Computer Science; GPA: 3.24/4.00• Clubs and Organizations: Upsilon Pi Epsilon; Osprey Security; Artificial Intelligence Research Organization; National Society of Collegiate Scholars; Association of Computing Machinery• Scholarships: Bright Futures Florida Academic Scholarship; UNF Presidential Platinum• Undergraduate Coursework: Artificial Intelligence; Software Engineering; Quantum Computing; Construction of Language Translators; Data Structures; Design and Analysis of Algorithms; Systems Software; Computer Organization and Architecture; Internet Programming; Databases; Operating Systems; Computer Networks; Linear Algebra; Computability and Automata; Legal and Ethical Issues in Computing; Probability and Statistics.		

TECHNICAL EXPERIENCE

Projects

- **QuizBuzz** (2021): A web application built with React and TypeScript that asks users random trivia questions scraped from the Open Trivia Database JSON API.
- **Note Taker** (2021): A web application which allows users to make and store notes, built with Python and JavaScript, utilizing the Flask web framework.
- **Dustinlang** (2020): A simple esoteric, imperative, structured programming language, written in Java, which is fully Turing complete and is designed with only eight commands.
- **Pathfinding Visualization** (2020): A Python project using Pygame which allows users to visualize a robot finding the shortest path between two points across a set of obstacles, implementing A*, Potential Search, and ARA* pathfinding algorithms.
- **Monopoly** (2020): The classic game of Monopoly, written in Java using the facade design pattern.
- **Math Playground** (2020): A website to explore various natural phenomena using Vanilla JS, which demonstrates concepts like recursive fractal trees, Brownian tree snowflakes, and the Boids flocking algorithm.
- **Movie Recommendations** (2019): A movie recommendations website built with PHP and JavaScript which scrapes data from the web and helps users find information about interesting movies.

INVOLVEMENTS AND COMPETITIONS

- **IEEEExtreme Programming Competition** (2020): Competed with a team of three in a 24-hour event; Rank 20 out of 102 in the US; Rank 468 out of 3701 worldwide.
- **UNF Programming Competition** (2020): Competed against other students in Computing at UNF; Rank 2 out of 22.
- **CSAW and HiveStorm** (2020): Competed with Osprey Security in collegiate cyber defense competitions.
- **Jax Code Bootcamp Graduate** (2019): Explored web dev by building websites for clients, utilizing JavaScript frameworks like Angular & React, the MERN stack, & various fundamentals including PHP, SQL, CSS, & HTML.
- **Personal Tutor** (2017-2020): Helped students understand material and perform better in topics such as Data Structures, Internet Programming, Algorithms, Databases, Algebra, Calculus, Physics, and Spanish.

Programming Skills

- **Languages:** Java; Python; JavaScript; PHP; C# .NET; SQL; React; TypeScript; C; HTML; CSS
- **IDEs:** Visual Studio; VSCode; Atom; Vim; Eclipse; IntelliJ; XCode; Microsoft SQL Server
- **Abilities:** Git; GitHub; Full-Stack Web Dev; Web Scraping; Regex; MacOS; Linux; Windows