

## EXPERIENCE

### University at Buffalo Nanosatellite Laboratory Software Developer

Buffalo, NY  
Jan 2022 — Current

- Research methods and APIs such as EGrabber to incorporate software for a camera in the Glint Analyzing Data Observation Satellite (GLADOS) using core Flight System Platform (cFS) to gather light data on space debris for NASA
- Update data for Space Situational Awareness (SSA) through the use of the glint data to help protect important space assets
- Frequent short cycle labs (SCL) and meetings to learn PCB design, software development, and hardware assembly and update README with documentation

### HUMBL Data Entry Specialist

Remote  
Feb 2021 — Current

- Extract and record geological information relating to businesses and landmarks from separate data systems to ensure proper data management
- Cooperate and collaborate with 10+ coworkers on different data sets to collectively ensure proper data and information transfers
- Lead the team in computer typing speeds (upwards of 90 words per minute) and accuracy, resulting in lower wait times for information and concise inputs

## EDUCATION

### University at Buffalo, The State University of New York Bachelor of Arts in Computer Science with Minor in Psychology, GPA: 3.1

Buffalo, NY  
May 2022

## CERTIFICATES

### Foundations of User Experience (UX) Design, Google Start the UX Design Process: Empathize, Define, and Ideate, Google (In Progress)

June 2022

## TECHNICAL SKILLS

Software	Git, Emacs, Xcode, UNIX/Linux, Figma, Vim
Programming Languages	Python, JavaScript, C, C++
Frameworks	React.js, Node.js, Django, MySQL, Flask
Coursework	Data Structures, Computer Organization, Web Applications, Computer Systems Administration, Software Quality in Practice, Applied Human Computer Interaction, Software Engineering

## PROJECTS

### Study Seeker (React.js, Swagger API, CSS)

Jan 2022 — May 2022

- Programmed a web application to help students connect and create study sessions through the use of a social media platform to help students build communities, increase productivity and nurture growth and success
- Produced and presented work to a Project Manager to ensure quality software using agile development to fulfill weekly task deadlines
- Incorporated ZenHub to create and assign tasks while ensuring the tasks belong in the proper workspace pipelines and Figma to create wireframe and UI/UX design

### Mosaic Maker (React.js, Flask, MySQL, CSS)

Jan 2022 — May 2022

- Deployed a full-stack web application on an Apache server to create picture mosaic art using images uploaded by the user, keywords entered by user or by random in a collaborative setting using GitHub for version control
- Designed an application in an agile software development environment while attending weekly scrum meetings to fulfill tri-weekly sprints
- Pioneered front and back end development by creating a Flask RESTful API to obtain information from React.js to be stored in MySQL databases and tables

### Bullboard (Python, JavaScript, mongoDB, HTML, CSS)

Sep 2021 — Dec 2021

- Developed a web application to help students in the university find friends and roommates by creating a live map web socket map
- Led implementation in the live map interaction using web sockets and debugging efforts which resulted in a 20% improvement in run-time performance

### Buffalo Parking Data (Python, JavaScript, HTML, Bottle, Plotly)

Feb 2020 — Apr 2020

- Created a site that maps tows and data onto a scatter plot, pie chart, and line graph by parsing city parking data using csv files
- Charted data sets on graphs and plots to show "Tows by Day of the Month", "Tows by City Districts", and "# of Tows by Month and Description"