

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

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

- Program a web application to help students connect and create study sessions through the use of a social media platform to help students build a community, increase productivity and nurture growth and success
- Produce and present work to Project Managers to ensure quality software using agile development to fulfill weekly task deadlines
- Incorporate 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

- Deploy 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 collaboration with other student's using Git
- Design an application in an agile software development environment while attending weekly scrum meetings to fulfill tri-weekly sprints
- Pioneer front and back end development by creating a Flask REST 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 using GitHub to collaborate
- 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"