New City, NY
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EDUCATION

Oswego, NY **State University of New York (SUNY) College at Oswego** **Aug. 2016 – Dec. 2020**

- B.A in Computer Science, Dec. 2020

LANGUAGES AND TECHNOLOGIES

- Languages: Java, HTML, CSS, JavaScript, Python;
- Frameworks: Java EE, Bootstrap 4, Spark Java, Dropwizard, Java Swing;
- Databases/Servers: MySQL, Tomcat 8;
- Version Control: Git, Github;
- IDES: NetBeans, IntelliJ IDEA, Visual Studio Code;
- Operating Systems: Ubuntu, macOS, Windows 10;

PROJECTS

JBento (2019- Present)

- Designed and created a static website using Bootstrap 4 to sell instrumental music licenses and sample packs.
- Optimized website to lower the average page loading speed by **25 percent**.
- Utilized Git, GitHub and CPanel for version control and automatic deployment.
- Set up Google Analytics to track sales conversions and user traffic sources.
- Ran Google Ads campaigns which resulted in **42,700** total impressions and **10,000** YouTube views to increase brand awareness and sales.
- Utilized Adobe Photoshop to edit and create images for promotion and social media campaigns.
- Utilized MailerLite and Mailchimp to collect leads through lead magnets and implemented a drip marketing campaign to increase sales.

SELECTED COURSEWORK

Web Services (Spring 2018)

SneakerBeast

- Designed a RESTful API for a beverage store, allowing an authenticated user CRUD permissions.
- Utilized design patterns such as MVC (Model View Controller) and DAO (Data Access Object) to minimize repetitive code.
- Used Postman to test API endpoints.
- Configured the application to consume and produce JSON data.
- Created SQL tables using MySQL to store user credentials, sneaker data and API tokens.
- Used Git for version control and code management.

Software Engineering (Fall 2017)

GUIGoPiGo

- Worked in a 3 person team to design a web GUI client for a robot using HTML, CSS, and JavaScript.
- Created a JQuery function that passed location data from the client to the server hosted on the robot.
- Created a waypoint tracking system that changed location on the GUI, relative to the robot's physical position.
- Used the Linux terminal to manage files hosted on the robot, run Python code,and install packages.
- Contributed to the software requirement specifications document (SRS) that described the goals and purpose of the project.
- Created UML diagrams to represent the system under development (class, sequence, and activity diagrams).