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Education

New York University, Brooklyn, NY
Major: Computer Engineering
GPA: 3.18

Qualifications/Achievements

- Proficient Programmer
 - Languages: Python, C++, Java, HTML, CSS, SQL, mnemonic machine language
 - Familiar with NetBeans, Visual Studio, and Arduino IDEs
- Software Skills
 - MS SQL Server Studio
 - Tableau 10
- Student of Potential New York University

(November 2015)

- Part of a group of under 200 first year students recognized for having outstanding leadership qualities and a dedication to hard work
- Intersections Leader New York University

(April 9 – April 10 2016)

 One of 60 students chosen to attend a conference to build emotional intelligence and leadership skills

Experience

- Consolidated Edison Company of New York Engineering Aide (June 2017 present)
 - Responsible for executing SQL queries in MS SQL Server Studio
 - Wrote algorithms and created Tableau sheets designed to use and analyze the data received from recording devices within electrical structures in and around New York City
 - Worked to find suitable power solutions for an electrical structure monitoring device, and helped redesign the device itself to better suit the needs of the department
- NYU General Engineering Dept. Deputy of Research & Development (March 2017 present)
 - Required to rapidly design, prototype, and test new technologies and ideas so that they may be eventually integrated with the department
 - Charged with creating and maintaining semester long design project options for first-year students
 - Responsible for the repair and improvement of all lab equipment within the department
- NYU General Engineering Dept. Teaching Assistant (May 2016 present)
 - Leading first-year students at the NYU Tandon School of Engineering through STEM-based labs and workshops

Personal Project Work

- Worked with the General Engineering Department to develop and manufacture a robotics track for firstyear students that utilizes Arduino microcontrollers, Vex DC motors, and hall effect sensors to control obstacles throughout the structure
- · Created a multi-client chat server using multi-threading and networking techniques in Java
- Working with the General Engineering Department to develop and build autonomous drones to be on display in the main foyer of NYU's engineering school (in progress)

Clubs/Activities

• Othmer Hall Council President — New York University

(September 2015 – May 2016)

- Worked in conjunction with other hall directors to events in and for the residents of Othmer residence hall
- Collaborated with New York University administration and the Inter Residence Hall Council to plan university-wide events

Volunteer Work

• Project OutReach Participant – New York University (August 2015)

- Selected to participate in various community service initiatives in and around New York City for a full week
- Project OutReach Peer Mentor New York University

(August 2016)

 Chosen to be one of twenty peer mentors in charge of leading incoming freshmen through a full week of community service in and around New York City