

PROFILE

Flexible, team-oriented engineer who aspires to drive the project to completion. Passionate about building customer-focused software solutions that solve user problems or capture market opportunities. Strengths in:

- Object-Oriented Design and Development
- Analyzing System Requirements
- User-focused Interface Design
- Stakeholder Communication and Collaboration
- Facilitating Team Workflow
- Delivery of Maintainable and Functional Results

EDUCATION

B.S. Software Engineering, Rochester Institute of Technology (RIT), Spring 2023

RELEVANT EXPERIENCE

Project Manager/Software Engineer, Spring / Summer 2021

RIT Simone Center for Entrepreneurship

Students needed a quicker way to utilize their resources and collaborate with other students / professors. Led a team of 3 through the software development life cycle to deliver a minimum viable product for a campus-wide mentoring web application.

- Defined customer problems and developed a business model to address user needs
- In parallel with an NSF regional course, conducted market research, built customer profiles, and interviewed 80+ potential customers to assess business model viability
- Designed UML and state chart diagrams to establish project scope and sprint goals
- Conducted peer-to-peer code reviews to troubleshoot problems and verify designs
- Trained and mentored team members on programming languages/tools and developing solutions

Tools: React.js, AWS (amplify, cognito, S3), GraphQL, GitLab (CI/CD), VisualStudio Code

Tools Domain Team Project, Fall 2021

Users wanted a database application to manage their construction-tool inventory and request other user's tools to borrow. Worked in a team of 4 to build a text-based application.

- Designed relational diagram and normalized relational model to quickly access, view, and query data
- Improved design with concepts such as data quality, integrity, transactions, and security in mind
- Performed data analytics to recommend users related and frequently-borrowed tools

Tools: SQL, Python, Postgres, Google Diagrams

Book Management System Team Project, Fall 2020

Libraries wanted to manage their book collections and facilitate online visits. With a team of 3, designed and implemented a persistent-state system that parsed book data from a CSV file and managed user activity.

- Used OOP software design patterns taught in class to reduce coupling and increase cohesion
- Through 3+ iterations, refactored design to simplify, improve maintainability, and remove God-class

Tools: Java (IntelliJ), GitHub, Lucid Chart

PROFESSIONAL EXPERIENCE

HEOP Tutor (work-study), Fall 2020

Students needed in-depth explanations to better grasp course material. Provided 1-on-1 weekly meetings to review and practice concepts taught in class.

- Simplified math and programming concepts for students to improve their foundation on the subject