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EDUCATION

Georgia Institute of Technology   **Expected May 2028**
Bachelor of Science, Computer Science   *Atlanta, GA*
- Related Coursework: Data Structures & Algorithms, Object-Oriented Programming, Multivariable Calculus
- Video Game Development Club, AI @ Georgia Tech, Big Data Big Impact

EXPERIENCE

COMET First Robotics Competition Team 1885   **August 2024 – June 2025**
Outreach Webmaster, Scouting Lead   *Haymarket, VA*
- Designed a gamified scouting app (JavaScript, CSS) w/ intuitive controls & responsive UI, tripling scouting participation to ~10 simultaneous users; architected for compatibility w/ 4 platforms, minimizing input errors.
- Built analytics scripts (Python, NumPy, Pandas, Matplotlib) to compute & display match statistics across 60+ games via a console UI, informing strategy that advanced the team to Chesapeake playoffs (top 25/100 teams).
- Led a 3-person team to launch an AWS-hosted website (HTML, CSS, JS, S3, Git), creating 8 interactive pages by collaborating w/ design professionals to showcase over 15 outreach events; oversaw merge conflicts/branches.
- Engineered dual data-transfer methods: website uploads & a QR-code pipeline (Python OpenCV → JSON).

Commonwealth Cyber Initiative & CGI Inc.   **June 2024 – August 2024**
Cybersecurity Intern   *Fairfax, VA*
- Evaluated 4+ static-analysis (SAST) AI tools on Java, Python & C# codebases via Git, scoring each on accuracy, false-positive rate, and language coverage; authored a 20-page report that guided security dept.'s tool adoption.
- Consulted 2 national nonprofits on cybersecurity best practices; developed and delivered an Agile-driven "Cybersecurity Essentials" workshop for presentation to 200+ non-technical members.
- Debated AI-ethics before 40+ tech industry professionals (Appian, Leidos, Google); led a 4-person team to 1st place in a cyber problem-solving competition using Linux, core security principles, and Python programming.

PROJECTS

CalcSpace: Calculus Space Survival Game
- Developed an educational survival game in Godot Engine (GDScript): implemented 50 unique math problems as in-game "power-ups" using OOP & class inheritance, enabling rapid querying of different problem types.
- Designed procedurally spawned abilities and enemy AI navigation to reinforce math skills in an engaging, action-packed format while remaining highly performant across different devices and on the web.

WakeUpAlready Alarm Web App
- Developed a full-stack alarm application using Next.js/React, Supabase (Postgres) & Prisma for data storage, & NextAuth for secure sessions; enabled users to create, update, play, & save custom alarms w/local audio uploads
- Implemented whitelisted-user access to surface additional dashboard sections for privileged users; utilized ShadCN & Tailwind CSS for rapid prototyping and crafting a minimalistic, easy-to-use design.

AI Student GPA Predictor
- Built a RandomForestRegressor pipeline (Scikit-learn) on 2,392-record synthetic dataset; hyperparameter tuned via RandomizedSearchCV to reach 0.26 RMSE; identified Absences as the top factor to student grades.

MNIST CNN Classifier (In Progress)
- Designing a conv. neural network in PyTorch to improve results on handwritten-digit recognition; originally created a feedforward NN w/ only Python and NumPy, implementing backprop algorithms from scratch.

SKILLS

Languages: Python, Java, JavaScript, C#, C++, HTML/CSS, TypeScript, GDScript
Web, Frameworks, & ML: React, NumPy, Next.js, Pandas, Prisma, PyTorch, Supabase, Scikit-Learn, Tailwind
Tools & Platforms: Git, Linux, Blender, Eclipse, VMWare, Arduino, Godot Engine, Unity, AWS (S3)