

Education

The University of Texas at Arlington | Arlington, Texas
Bachelor of Science in Computer Science, Honor's

GPA: 3.49/4.0
Anticipated Graduation: December 2020

Technical Skills

Languages: Python, C, C++, JAVA, HTML, CSS, JavaScript, PHP
Database Management: MySQL, PostgreSQL, MS Access, MongoDB, Firebase
Environments/Frameworks: Linux/Unix, Django, Flask
Familiar with: Agile Development, Git Version Control, Android Development, Full Stack Development, Cloud Concepts, Software Testing, Secure Programming

Work Experience

- Undergraduate Research Assistant | IT Lab | UT Arlington | May 2020 – Present**
- Developed the COVID-19 online dashboard using JavaScript, HTML and CSS to visualize the comparison between 2 14-day periods based on new covid-19 cases in the United States.
 - Researching methods to enhance user experience using Flask, and Plotly to allow user input while visualizing.
- Resident Assistant | Apartment & Residence Life | UT Arlington | Aug 2018 – May 2020**
- Led a community of over 600 residents by formulating various strategies and organizing various events to encourage diversity and inclusiveness while engaging the residents in various community activities.
 - Resolved the issues and concerns of the residents by using strong problem-solving skills. Proposed and successfully implemented a change in the “on-call” policy to create a more efficient work system in 2019.

Projects

Covid-19 Dashboard (Flask, Python)

- Created visualizations to efficiently display a composition-based algorithm in form of graphs that can facilitate flexible analysis of multilayer networks independent of the given data set.
- Automating the visualization process by using plotly to allow the user to customize the graphs using various geographical parameters (e.g. population, education level)

PHD_STUDENTS (PHP, MySQL, Heroku) - *class project*

- Designed multiple ER diagrams to develop a sophisticated and structured database to store information about Phd students and professors with given restrictions and rules.
- Developed a webpage using PHP to fetch queries from the database by hosting the server on Heroku.

Connect4 Game (Python) - *class project*

- Developed an improvised version of Connect 4 which incorporated human-computer interaction.
- Implemented an AI using Alpha-Beta pruning algorithm to challenge the user such that user never wins.

Battle Arena (LibGDX, Android Programming, Android Studio, Java, SQLite3) – *class project*

- Designed and developed a 2D action game using LibGDX, and Android programming by implementing the principles of Object-Oriented programming in JAVA.
- Implemented an AI to mimic enemy behavior using A-star search to achieve the best goal state from start state.

Honors and Awards

Maverick Academic Scholarship	2017-present
Honors College	2017-present
4x Intramural Soccer Champion (Captain)	2017-present