

## Education

### **The University of Texas at Arlington | Arlington, Texas**

Bachelor of Science in Computer Science, Honor's  
Maverick Academic Scholarship

**GPA:** 3.47/4.0

**Anticipated Graduation:** December 2020  
(2017 – Present)

## 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

## Work Experience

### **Undergrad. Research Assistant | IT Lab | UT Arlington | Arlington, Texas | May 2020 – Present**

- Tasked with creating a web-based GUI which serves as a dashboard to visualize graphs computed within the lab community
- Successfully proposed the use of Django as the base framework for creating the web-based dashboard.

### **Resident Assistant | Apartment and Residence Life | UT Arlington | Texas | Aug 2018 – May 2020**

- Work with 16 staff members to facilitate the policies and to create an inclusive community for 600 residents
- Proposed and implemented a change of the “on-call” policy to create a more efficient work system in 2019

## Projects

### **Visualization Dashboard (Django, Python)**

- Designing and developing a web-based GUI using Django as the base framework.
- Assisting with designing a query system to fetch graph queries using APIs

### **PHD\_STUDENTS (PHP, MySQL, Heroku) - *class project***

- Developed a back-end Database created using MySQL that keeps track of various entities and their relationships. I
- Developed a website to fetch queries and visualize them.

### **Connect4 Game (Python) - *class project***

- Developed a version of Connect 4 which incorporated human-computer interaction.
- Implemented an AI using Alpha-Beta pruning to challenge the user

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

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

## Honors and Awards

- Maverick Academic Scholarship 2017-2020
- Honor's College 2017-2020
- Intramural Soccer Champions (4x) 2018-2020