

## Education

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

**GPA:** 3.47/4.0  
**Anticipated Graduation:** December 2020

## Technical Skills

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

## Work Experience

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

- Developing a COVID-19 visualization dashboard using Tableau to create graphs and Django framework.
- Researched various frameworks such as Django, Flask, Vaadin, and Spring to initially propose a framework to begin designing a dashboard to fetch data from the lab server databases for visualization.

**Resident Assistant | Apartment and Residence Life | UT Arlington | Texas | 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

**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***

- Designed multiple ER diagrams to develop a sophisticated and structured database to store information about Phd students and professors with given restrictions and rules.
- Visualized the query requests using Heroku and PHP.

**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

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