

EXPERIENCE

Software Engineer / Product Owner @ IVANI

Jan 2016 - Aug 2016

- Work resulted in provisional patent application: Reverse-Beacon Indoor Positioning System Using Existing Detection Fields
- Created test platform for dev team, based on wireless communication systems, integrating 3rd party sensors
- Standardized interface for use across multiple teams
- Onboarded, mentored summer intern; assumed extra responsibilities when team lost a member

Lab Manager @ Olin EASE Lab

May 2015 - Oct 2015

- As electrical lead, designed and produced scooter accessory with team of mechanical engineer, educator, and CAD specialist
- Created lasercut kits to introduce children to prosthetics and rapid prototyping; showcased at Boston Children's Museum and TEDxBeaconStreet

Software Developer @ Systems and Technology Research

May 2014 - Aug 2014

- Designed, architected, and built commercial, Twitter data visualization web-app for DARPA contract
- Conducted UX tests to confirm usability

ACCOMPLISHMENTS

- Launching Foundry Idea Testing, seminars and five-day intensive to teach the sprint methodology
- Led mechanical development for lower-arm prosthesis project; produced 8 prototypes in 8 weeks
- Created, facilitated **Cultural Conversations**, campus discussion series fostering awareness surrounding race, ethnicity, culture
- Ran mailing label printing service for high-school peers to defray college application costs
- Designed, constructed cardboard desk, seat, sconce; furnished room for \$50

EDUCATION

Franklin W. Olin College of Engineering

Major: Robotics Engineering Graduation Date: May 2017

GPA: 3.21

SKILLS

Rapid prototyping: lasercutter, 3D printing

Programming: Python, ROS, JavaScript, D3, HTML, CSS

Software: Solidworks, Autodesk Fusion 360,

Photoshop, Illustrator, InDesign

PURSUITS

Intellectual: Foundry (campus entrepreneurship group), Cultural Conversations, Olin Robotic Sailing Creative: Design Challenge (event for prospective students), cardboard carpentry, cartooning, street art