

Education

Georgia Institute of Technology, Atlanta, GA August 2015—December 2019

Bachelor of Science in Computer Science

Degree Concentration: Artificial Intelligence/Systems and Architecture

- **GPA:** 3.86
- **Honors:** Faculty Honors for Fall 2016, Dean's List for Fall 2015, Spring 2016, Spring 2017
- **Relevant Coursework:** Object Oriented Programming, Computer Organization and Programming, Discrete Math, Linear Algebra, Data Structures and Algorithms
- Member of Science and Math Research Training (SMaRT) community for the 2015 – 2016 school year

Work Experience

Elavon, Atlanta, GA

Software Development Intern

May 2017—Present

- Working with an Agile Scrum development team on a mobile app that allows businesses to run and process transactions
- Using Apple's API to implement Touch ID in the app to allow for easier user login and ease-of-access
- Added code coverage and unit test support for the app using Cobertura and Slather to ensure code quality
- Implementing other minor features and fixing many bugs, primarily in the iOS app, on both the frontend and backend

Georgia Institute of Technology, Atlanta, GA

Undergraduate Teaching Assistant

January 2017—May 2017

CS 2050: Discrete Math for CS

- Taught a weekly recitation with another teaching assistant to 50 students
- Held office hours throughout the week to assist students
- Provided timely and appropriate feedback to students to support their learning
- Topics Covered: Propositional Logic, Proofs, Mathematical and Strong Induction, Recursion, Algorithms, Number Theory, Cryptography, and Basic Counting

Skills

Programming: Python, Java, C, Objective-C, Ruby, HTML and CSS, JavaScript

Operating Systems: PC, Mac, Linux

Other Technical Skills: LaTeX, GitHub, Microsoft Word, PowerPoint and Excel

Projects

Should I Wear a Jacket? — An online web application developed with JavaScript and JQuery that gives the user advice on what clothes to wear based on the weather. It is backed by the OpenWeatherMap API.

Pygame Arcade — Used the Pygame module to recreate retro video games in Python, such as Pong and Astro Race. Games offer both 1-player mode against an AI and a 2-player mode

Bubble Bobble GBA — Recreated a miniature Gameboy Advance version of the NES game, Bubble Bobble, in C

Community Service and Activities

12Stone Church, *Lighting Technician*

July 2013—Present

Georgia Tech Urban Honeybee Project

August 2015—May 2016

State Senior Classical League, *Parliamentarian*

April 2015 – April 2016

- Kept order of meetings and reviewed over the club's constitution