**EDUCATION**

**University of California, Berkeley May 2028**

***College of Computing Data Science and Society -*** *B.A Computer Science and Economics*

**Relevant Coursework***- Calculus II, Data Structures, Linear Algebra*

**WORK EXPERIENCE**

**Clune Construction May 2025 - Present**

*Corporate Systems Intern Chicago, IL*

* Built full-stack internal admin tools with React, SQL, and Node.js to streamline workflows and enhance data visibility
* Developed backend microservice with OAuth2 to sync employee and project data across OpenAsset, Popl, and CMIC
* Designed a plugin-based architecture to enable scalable, configurable data syncs across platforms and future tools

**Clune Construction May 2024 - August 2024**

*Project Management Intern**Chicago, IL*

* Managed subcontractor schedules and material logistics for a $16M Ventas office build-out in a Chicago skyscraper
* Streamlined workflows by aligning stakeholders, using just-in-time scheduling, and maintaining detailed documents
* Performed quantity takeoffs using On-Screen takeoff to support competitive bid packages and precise project scoping

**The Young People’s Project: InSTEM June 2020 - May 2024**

*Math Literacy Worker Chicago, IL*

* Trained 60+ students for the National Flagway competition in algebra and reasoning, with 12+ flown out annually
* Designed interactive modules, teaching Python, robotics, and math to increase engagement across the Chicagoland
* Facilitated hands-on workshops–solar cars, liquid nitrogen demos, and Python games–to reinforce learning concepts

**PROJECTS**

**Build Your Own World** **April 2025 – May 2025**

* Built a randomly generated tile-based game world using OOP to structure rooms, hallways, and avatar movement
* Implemented interactive features like coins and teleporting portals using seeded randomness and event-driven logic
* Created a save/load system with file I/O to preserve game state, ensuring deterministic avatar behavior across sessions

**NGordNet (Ngrams and Wordnet)** **April 2025 – May 2025**

* Designed a backend system in Java to process semantic queries using WordNet and historical n-gram data
* Built a directed graph to model sysnets and hyponym relationships, enabling recursive word expansion and lookup
* Implemented traversal and frequency-based algorithms to identify and return top hyponyms by usage across time

**Arcade Machine Project: Lily Pad Plunge** **September 2024 – November 2024**

* Programmed C++ game logic with Arduino to control a 2-axis gantry system, servo motors, buttons, and LCD scoring
* Integrated mechanical and electrical components to enable precise motion control and responsive arcade gameplay
* Collaborated on a React website built with hover effects and interactive UI to showcase game logic and development

**LEADERSHIP & INVOLVEMENT**

**Berkeley Cub Consulting - Client: Vly.ai (Y Combinator)****January 2025 – May 2025**

*Consultant San Francisco, CA*

* Advised YC-backed AI startup on competitive differentiation, user segmentation, and GTM insights to guide growth
* Conducted UI/UX audit and delivered design recommendations to streamline onboarding and boost user engagement
* Developed cross-platform content strategy and tailored outreach plan informed by competitor and market analysis

**Berkeley Cub Consulting- Client: Binge Coffee House January 2025 - May 2023**

*Consultant Berkeley, CA*

* Advised on launch strategy, sold out drinks, and a survey-informed menu that contributed to a second location launch
* Drove on-campus market research using raffles and tabling to gather 250+ Gen Z insights for product development
* Boosted Binge’s digital presence and drove customer turnout by producing content that generated 12k+ views

**ACE Design and Build: COME-UNITY Joy Garden May 2023 - August 2023**

*Mentee Chicago, IL*

* Revitalized a neglected space into a communal hub by planning and designing structures with engineers and architects
* Constructed an archway, canopy, climbing area, and path using AutoCAD for design, CNC tools, and power tools
* Engaged community stakeholders to align design elements with local needs, ensuring lasting neighborhood impact

**SKILLS**

**Software:** Python, Java, SQL, Google Workspace, Adobe Products, Blue Beam, Canvas, Onscreen Takeoff, C++

**Interests**: Caddie, Teaching, Weight Lifting, Tennis, Scrapbooking, Music, Baseball, Graphic Design, Hiking, Girl Scouts