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EDUCATION

Boston University | B.A. in Computer Science | Expected May 2020

- Related coursework: Operating Systems, Linear Algebra, Experiential Lab in Software Engineering (ELSE), Discrete Math, Distributed Systems
- Major GPA: 3.65; General GPA: 3.34

Cathedral Catholic High School | June 2016

TECHNICAL SKILLS

- Proficiency in Python / Java / Swift / Selenium / GitHub / Command Line Tools
- Experience in C / Go / JavaScript / Ionic / Test Driven Development
- Exposure to Docker / Raspberry Pi / HTML / CSS

RELEVANT EXPERIENCE

Software Engineering Intern | Akamai Technologies | Expected May 2018

CS Course Assistant | Boston University | September 2017 - Current

- Co-Leader of a one hour weekly lab to assist a class of 30 students in the first programming course for majors.
- Holds office hours 3 times a week to help students learn the fundamentals of programming in Python and Java.

Software Quality Assurance Intern | Mindera Inc. | June 2017 - August 2017

- Developed testing scripts using Selenium WebDriver for a variety of the web applications created at Mindera.
- Exposed to working with continuous integration environments, and how SQA interacts with other engineers.

LEADERSHIP EXPERIENCE

First Year Student Outreach Project Staff Leader | Boston University | August 2017

- Co-Led a group consisting of 9 BU first year students in a week of community engagement.
- Interacted with those in need at a retirement home, a youth arts initiative, and a horse ranch over 3 days.

Co.Lab Volunteer | Boston University & Red Hat Software | April 2017

- Educated 25 Boston middle school girls about collaboration in the tech industry during a 3-day workshop.

Admissions Ambassador | Boston University | Spring 2017

- Conducted biweekly on-campus tours to groups of 20-30 prospective students and their families.

PROJECTS

Paneless | April 2018

- Co-Created a MacOS application in Swift to allow users to save certain layout configurations of screen displays.
- Implemented a fully functional UI that is connected to a backend written in AppleScript.
- Won Hack@Brown 2018's prize for best hack made by a group of mostly first-time hackers.

Drug Overdose Intervention App | Boston University | September 2017 - December 2017

- Co-Developing on a mobile application to put people who are overdosing in touch with Naloxone carriers.
- Allows Naloxone owners to register as a carrier, so if a drug overdose is happening nearby they can be notified.
- Created in JavaScript using Ionic and other plugins/frameworks. This project was done as part of ELSE.

The Stock Game | August 2017

- Created a Python project that simulates the basics of stock investment and divestment.
- Features include buying and selling stocks, random movement of stock prices, and in-game menus.
- Designed to be very user friendly, in particular for young people who want an introduction to the market.

Awards

Grow with Google Mobile Web Challenge Scholarship | January 2018

- Scholarship from Google and Udacity to enroll in a course on Udacity about mobile web development.