**EDUCATION**

**University of Maryland, College Park GPA: 3.96/4.00**

*B.S. Computer Science* *Expected Graduation: May 2022*

**TECHNICAL SKILLS**

* **Proficient:** Java, C, OCaml, JavaScript, React.js
* **Familiar:** Ruby, Android Development, Express.js, Redux.js, Angular, SQL

**WORK EXPERIENCE**

**Fidelity Investments Durham, NC**

*Software Engineer Intern June 2020-August 2020*

* Unified the IRA and Inherited RMD Calculator web tools, building an API using **Dropwizard Java Framework** integrated with **MySQL** and **Drools**. A new front end was designed using **Angular** to support the combined service experience.
* Worked on designing the API contract, implementing business logic, writing JUnit tests, developing UI components, and building the **Express** layer to route http requests from the frontend to the API.

**University of Maryland College Park, MD**

*Teaching Assistant for CMSC216: Intro to Computer Systems January 2020-Present*

* Hold weekly office hours, assisting students from a class of over 600 students with concepts such as pointers, memory allocation, and process control in **C** and basic **MIPS** Assembly.
* Assist other TAs and professors in grading coding projects, quizzes, and exams.

**CATT Laboratory College Park, MD**

*Student Developer Intern* *September 2019 – Present*

* Developed a **React** web tool that renders a table with information about traffic detector export requests made by transportation organizations and other customers from across the nation that have access to RITIS services.
* The web tool was deployed in April 2020 and is being used by developers at CATT Laboratory to facilitate troubleshooting by allowing them to download results, stop and requeue processing requests, and retrieve the log files for requests.

**Paradyme Management Greenbelt, MD**

*Technical Intern September 2018 - December 2018*

* Pushed the *Greenbelt Go* **Android** app onto the Google Play Store. The app has information about local attractions, public transit, and emergency contacts in Greenbelt and was developed by a team of 10 interns.
* Focused on button functionality and app aesthetics using **Java** and **XML**, and **Git** for version control.

**PROJECTS**

**Yelp with Google Maps**

* Web app that plots the nearest 50 restaurants from the user’s current location on a map with clickable markers that display information about the restaurant, including a link to the Yelp Reviews page. Also includes a search bar that dynamically filters markers on the map and shows a filtered list of restaurants and their respective rating stars based on Yelp Reviews.
* App was developed using **React**, Yelp Fusion API, and Google Maps API.

**Stray Animal Map** (*Winner: Runner Up Best Esri API Hack - Bitcamp Spring 2019)*

* Crowdsourcing **Android** app that allows users to report and view nearby stray animal sightings on a map. Information from reports (location, images, and animal description) is sent to **Esri** Cloud Services, after which the map is updated.
* Incorporated **Esri** map services and added button, camera, and other UI functionality to the app using **Java** and **XML**.

**PrintN’Pass** (*Winner: Top Ten Hacks, Best Use of Google API - HopHacks Spring 2019)*

* Stateless biometric password manager that uses an **Android** app and fingerprint identification to create an encrypted master password and a webserver to generate a unique password by hashing the master password with the website domain.
* Created the fingerprint activity and other UI features for the app using **Java** and **XML**.

**ACTIVITIES**

**UMD Club Table Tennis President** *February 2019 - Present*

* Outlined budget plan for 2019-2020 and 2020-2021 school year, allocating funds for new equipment and uniforms, travel and lodging fees, and rental costs necessary to run a local tournament.
* Handle communication with facility management, club sports advisors, sponsorships, and other club officers to ensure that the club meets all necessary administrative requirements while continuing to publicize itself.