**EDUCATION**

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

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

**TECHNICAL SKILLS**

* **Proficient:** Java, Android Studio, C
* **Familiar:** XML**,** HTML, CSS, JavaScript, React, Unix, Ruby, OCaml

**WORK EXPERIENCE**

**University of Maryland College Park, MD**

*Incoming Teaching Assistant for CMSC216: Intro to Computer Systems Starting January 2020*

**CATT Laboratory College Park, MD**

*Student Developer Intern* *September 2019 – Present*

* Working on the Probe Data Analytics Suite, a collection of web-based tools created using **React-Redux** and **Django** frameworks that allow customers and transportation agencies to download, visualize, and compare traffic data.
* Resolving bug ticket reports from customers such as unresponsive map-clicking interactions and network error handling. Bugfixes are pushed to production with each PDA deployment update.

**Howard Community College Columbia, MD**

*User & Network Services Intern July 2019 - August 2019*

* Reimaged 250 new faculty computers using a Preboot Execution Environment to boot into Windows Deployment Services, deploying a snapshot of a hard disk to multiple computers. Replaced 25% of faculty computers on campus while maintaining user data on a network share.
* Managed hardware and software needs across Howard Community College campus, remoting into client computers to download and update software, setting up network printers, and monitoring BIOS updates.

**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**

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

* Crowdsourcing **Android** app that allows users to report and to view nearby stray animal sightings on a map. Information collected from the report (user current location, images, and descriptions of the animal) is sent to **Esri** Cloud Services, after which the map is updated with the new stray animal sighting.
* Worked on the app UI, using **Java** and **XML** to incorporate **Esri** map services and to add button and camera functionality onto the app.

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

* Password manager that uses an **Android** app to create an encrypted master password through fingerprint identification and a webserver to generate a unique password by hashing (SHA-256) the decrypted master password with the website domain. The app and chrome extension autofill the login credentials on the website.
* 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 school year, allocating funds for new uniforms and equipment, travel fees for the upcoming collegiate season, 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 publicizing itself.

**College Park Scholars STS Peer Mentor Captain** *April 2019 - Present*

* Plan Science, Technology, and Society Scholars community activities for over 80 incoming first-year STS students, helping them settle into their college life and directing them to resources available on campus.
* Serve as a main point of contact between Scholars coordinators and STS peer mentors, ensuring that all STS

mentors fulfill their responsibilities and meet deadlines.