



EDUCATION BOSTON UNIVERSITY (Boston, MA)



MASTER OF SCIENCE IN COMPUTER SCIENCE | GPA: 4.0 / 4.0 Sept 2017 - May 2020



BACHELOR OF ARTS IN PSYCHOLOGICAL & BRAIN SCIENCES Sept 2011 - May 2015



PROFESSIONAL EXPERIENCE

- SOFTWARE ENGINEER @ Bolt Sept 2020 - Feb 2023

 - Improving the scalability and reliability of Bolt at the application level to stay ahead of significant user growth.
 - Continuously iterating on Bolt’s API integration platform, making it more functionally flexible and robust to connect with a breadth of e-commerce platforms and proprietary technologies.
 - Relevant technologies: **Golang, Node.JS, PostgreSQL, DynamoDB, GraphQL, Typescript, React, AWS, Terraform, Docker, Kubernetes, Datadog, Jenkins, CircleCI.**
- CLOUD SOFTWARE ENGINEER @ Olympus Scientific Solutions Americas Oct 2019 - June 2020

 - Improved and maintained a web application tool used by 500+ factory workers in the assembly line for **IoT devices (Handheld X-Ray Fluorescence Scanners)** using **Azure DevOps, C#, AngularJS, and SQL.**
 - Revamped the company's customer cloud services from a monolithic application into a decentralized cloud platform with microservices that communicate to shared **Platform APIs and Azure Functions.**
 - Architected a centralized dashboard that streamlined data pulled from enterprise customer accounts across different devices with data visualization and geo-tagging using **Angular 8, Material UI, Chart.js, C#, SQL, and C++.**
- AWS TECHNICAL INTERN @ Amazon Web Services (Boston Seaport) June 2019 - Aug 2019

 - Implemented a web app that presents *AWS Professional Services* offerings and a predictions model based on past customer data from *SFDC*, to help account managers identify best-fit product packages when engaging future customers.
 - Services used: **S3, Amplify, SSO, Cognito, WAF & Shield, API Gateway, Lambda, SNS, CodeBuild, CodeCommit, CodePipeline, DynamoDB, CloudWatch, CloudTrail, and CloudFormation.**
- SOFTWARE ENGINEERING INTERN @ BrainCo Tech March 2019 - May 2019

 - Created cross-platform games using **React.js, Node.js, and Electron.js** that trains concentration and relaxation skills by reading electrical impulses through *EEG headbands* in real-time.
 - Implemented a 2-4 player racing game using ‘focus levels’ of players as speed controls for mini model cars on a race track. Used by BrainCo as their showcase demo for *CES 2020 (Consumer Electronics Show).*



HACKATHONS

- TECHTOGETHER @ Boston University | *Winner of Microsoft Azure Champ Challenge* | Mar 15 - 17, 2019

 - Built a ChatBot web app targeted towards the elderly that identifies potential health symptoms, encourages them to lead an active lifestyle, and stay connected to families and friends through means of social media.
 - Project created with **Node.js** and **EJS**, hosted using **Azure’s Web App** and **DevOps** services, connected to **GitHub** repository with a **CI/CD pipeline** on Azure.
- HACK(H)ER413 @ UMass Amherst | *Winner of Best Use of Google Cloud Platform* | Feb 09 - 10, 2019

 - Built a **Machine Learning Model** that identifies breed combinations of mix-breed dogs and cats to help raise adoption rates in animal shelters using **Google Cloud AutoML Vision**. Achieved an accuracy rate of 97.04% with the custom-trained model, a 3.259% improvement from using the pre-trained model of **Google Cloud Vision API.**
 - Built a web UI with **REST API** that executes **Serverless Application Scripts** stored on **Google Cloud Functions.**



TECHNICAL SKILLS

LANGUAGES

- Go
- JavaScript
- TypeScript
- Python
- Java
- C#

FRAMEWORKS

- React.js
- Angular 8
- AngularJS
- Vue.js
- Node.js
- Spring-Boot

CERTIFICATIONS

- AWS Certified Solutions Architect - Professional (SAP-C02)
- AWS Certified Machine Learning - Specialty (MLS-C01)
- AWS Certified Developer - Associate (DVA-C02)
- AWS Certified Cloud Practitioner (CLF-C01)
- Scrum.org - Professional Scrum Master™ (PSM I)
- Essentials of Linux System Administration (LFS201)