

EXPERIENCE

Full Stack Product Software Engineer

Sigma Computing

Jan 2022 - Present

San Francisco, CA

- Lead the Version Tagging Approval Flow, delivering it in 3 iterative phases based on user feedback, which drove a 32% adoption rate of protected tags (ReactJS, Typescript)
- Propose and lead the strategy for Embed to Guest Users, aligning 3+ teams to unify user models and enabling future scalability for 1000+ enterprise customers
- Author cross-functional technical design documents that streamline team execution and reduce planning overhead by 25%, accelerating the delivery of features by 3 weeks
- Proactively mitigate high-risk technical debt and prevent feature-breaking regressions by leading the re-architecture of critical embed workflows, directly impacting customer trust and product reliability

Associate Software Developer

Country Financial

May 2021 - Dec 2021

Minneapolis, MN

- Reduced the processing time of data validation and creation of change tickets through Python automation by 100 hours per year (Soap API, pyodbc, Docker)
- Configured continuous delivery and integration pipeline in GitLab to develop a software that sends daily emails to the business team about faulty claims, saving 55 hours per year (Hadoop, DevOps)
- Built a Microsoft Teams bot that fixes 90% of the wellness related issues, as reported by 10 employees (Power Virtual Agents)

Associate Business Intelligence Analyst

National Marrow Donor Program, Be the Match

May 2020 - May 2021

Minneapolis, MN

- Managed data about patients and transplants by querying and creating tables in an Oracle database (SQL)
- Facilitated the assessment of over 150 transplant centers by creating reports containing charts and calculated values (average, count, percentage) in OBIEE
- Reduced the time spent on monitoring Covid-19 reinfections by 85% by automating the generation of Excel files (VBA)
- Helped patients and medical staff find information about representatives and addresses of all transplant centers by implementing a search page (SQL, OBIEE)

Research Assistant

Applied Motion Lab, University of Minnesota

Jan 2020 - May 2020

Minneapolis, MN

- Quantified visual attention by computing a percentage of focus in order to determine if there is a correlation between the visual attention and surgeons' level of experience (Python: NumPy, Matplotlib, Pandas)
- Determined with a confidence of 95% that a surgeon is focused if their pupils' velocity is under 3 pixel/s and acceleration under 500 pixel/s², using R
- Established that the surgeons' level of visual attention increases with experience

PROJECTS

Voting Aggregation System (Waterfall VS Agile)

Spring 2021

- Wrote the Software Design Description to build a software that calculates the results of different types of elections (Waterfall, UML Diagrams, Flow Charts, Sequence Diagrams)
- Developed and tested the application (Java, JUnit), then added new features (Agile)

Time Management App (Prototyping, Android Studio)

Spring 2021

- Generated 5 implications for design by running a formative study on 12 people
- Implemented a low fidelity prototype and designed the app in Android Studio (Java)
- Improved the app based on the user feedback, then quantitatively and qualitatively analyzed it through user testing

EDUCATION

University of Minnesota Twin Cities

BS Computer Science

Honor of Distinction

🕒 May 2022

TECHNICAL SKILLS

Tools & Technologies

Python • HTML • CI/CD • JUnit
Java • CSS • Docker • Mockito
C • Django • Git • Linux
C++ • JavaScript • Android Studio
SQL • OBIEE • R • API

AWARDS

- Special Prize & Honorable Mention at National Security Hackathon 2025 by Cerebral Valley
- 3rd Place in Case Study Competition (Country Financial's Hackathon)
- Rob Golden Award (Sigma Computing's Hackathon)
- College of Science and Engineering Scholarship (Spring 2021)
- Maximillian Lando Scholarship (Fall 2020)
- Gold Global Excellence Scholarship (University admission)

MEMBERSHIPS

Fellow

Spring 2025 - Present

Hackthon Raptors

Technical Director

Fall 2021

Google Developer Student Club,
University of Minnesota

Member

Fall 2019 - Present

Motion Lab,
University of Minnesota