

EDUCATION

Drexel University • BS Computer Engineering (GPA: 3.86/4.00) • Minor: Data Science Expected: June 2023
• **Relevant Coursework:** Data Structure, Web and Mobile App Development, Computer Architecture, Probability and Statistics

SKILLS

Programming Languages: Python, JavaScript, Typescript, C#, C++, C, HTML, CSS, Matlab

Libraries/Frameworks: .NET, OpenCV, OpenGL, Dlib, NumPy, Git, Github, Agile, Jira, Notion, Tensorflow

Web/Mobile: React.js, React Native, Redux, D3.js, MongoDB, Node.js, Firebase, , Sentry

EXPERIENCE

Project Manager Intern • Sharing Excess Inc • Philadelphia, PA Mar. 2021 - Present

- Deliver Squarespace commercial website with \$400 budget that grows 30% the number of new volunteer drivers
- Train and oversee team of 3 software engineer interns to develop 10+ features and write 5 sets of unit testing to maintain consistent performance for internal web app, using **Jira, Notion, Sentry**
- Lead the development of food logging features using **D3.js**, adding 500,000 pounds of untracked food to total food delivered for 20% more accurate data reporting

Software Engineer Intern • Sharing Excess Inc • Philadelphia, PA Sep. 2020 - Mar. 2021

- Collaborated with 4 developers to build internal Progressive Web App that automates 100% the process of scheduling deliveries from local donors to recipients, saving over 500 hours of manual work per month
- Converted 3000+ lines of obsolete Python Flask code to **React.js** framework with **Firebase** database, enabling the web app to support unlimited users synchronously and reducing loading time by 70%
- Met 100% of deadlines and project goals and, as a result, received promotion to project manager role upon the successful deployment of the app

Drone Research Assistant • Drexel Building Autonomy And Simulation Lab (BASL) • Philadelphia, PA Oct. 2019 - Present

- Architect a drone system to collect 1GB+ of data for building simulation, using **DJI drones** and **IMU sensors**
- Spearhead the development of indoor mission planner software using **C# .NET Framework** and **OpenGL** to autonomously control and display real-time 3D location of multiple drones, with 90% precision of coordinates data

PROJECTS

Game for learning American Sign Language • 1st Place Overall - Best Social Good at Dragon Hack 2021 Apr. 2021

- Designed and built endless runner game that lets players avoid obstacles by performing correct American Sign Language alphabets, using **Unity 3D, C#, Python, Tensorflow**

AURA, Virtual Assistant for Visually Impaired People • Top 10, Hardware Finals at MakeHarvard 2021 Mar. 2021

- Prototyped a portable device that helps blind people navigate around and locate 100+ kinds of objects via human-like voice instructions. using **Python, OpenCV, NVIDIA Jetson Nano, and Intel Depth Camera**

Reinforcement Learning Playground Web App • Stanford TreeHacks 2021 Feb. 2021

- Built **React.js** website for creating, training reinforcement learning models and analyzing their performance via interactive visualizations, using **Python, Typescript, D3.js, Tensorflow**

DELISA, Meal Planner Mobile App • Philly Codefest 2020 Nov. 2020

- Worked in an Agile team of 5 developers to develop a cross-platform mobile app to help reduce food waste by tracking food expiration dates and auto-generating meal plans, using **React Native, Redux, and MongoDB**

Communication Support for Paralyzed People • Best Social Good at Hack Rutgers 2019 Sep. 2019

- Developed a **Python** app that let users control mouse cursor and input desired speeches via eyes gaze and facial motions, using **OpenCV, Dlib, Microsoft Text-to-Speech SDK**

HONORS & AWARDS

- 1st out of 31 teams, Best Overall Project, Best Social Good Hack, Drexel Dragon Hack 2021
- Top 10, Hardware Finals, MakeHarvard 2021
- 1st out of 17 teams, Dell Boomi Challenge, Philly Codefest Hackathon 2020
- 1st out of 95 teams, Social Good Track, Hackathon Rutgers 2019
- Best New Entrant Award, Micro Air Vehicle Student Challenge by Vertical Flight Society 2019