

EDUCATION

University of Illinois, Urbana-Champaign

Urbana, IL

Bachelor of Science in Computer Science & Statistics / GPA: 3.7/4.00

Aug 2020 – Dec 2024

Coursework: Data Structures, Systems Programming, Computer Architecture, Algorithms & Models of Computation, Programming Languages and Compilers, Advanced Math & Statistics

Extracurriculars & Honors: Cybersecurity Club, Dean's List, Boxing Club, Jiu Jitsu Club

EXPERIENCE

Sandia National Laboratories

Albuquerque, NM

Software Engineer Intern

May 2024 – Aug 2024

- Optimized runtime of a C++ correlation algorithm by 40% through advanced mathematical techniques and implementation of C++ best practices.
- Implemented N-ball covariance to increase classification accuracy, increasing the model's average accuracy by over 100%.
- Refactored legacy C code to modern standards, increasing readability, maintainability, and security.
- Diagnosed and fixed bugs in correlation computations, preventing false positives in the model.

ALDI USA

Aurora, IL

NIT Developer Intern

May 2023 – Aug 2023

- Developed new classes & HTTP requests in C# for the ALDI Real Estate Portal allowing for additional store information, such as, grocery cart type, to be logged, edited, and deleted.
- Automated Java update identification for thousands of ALDI systems using Python, and speeding up the process of updating Java across the company, saving IT \approx 2 hours each week throughout the update process.
- Automated the process of translating EMV codes using Python, saving IT critical debugging time during payment system outages.
- Contributed to AGILE development sprints, attended daily standups, and collaborated with a team of 5 developers to complete our sprint goals.

University of Illinois

Urbana, IL

Lead Data Structures Teaching Assistant

Jan 2023 – Dec 2024

- Led a team of 5 staff in updating and maintaining course assignments and infrastructure for 1000+ students.
- Identified and patched a vulnerability in the course's autograder that allowed students to elevate to root and run arbitrary code.
- Automated configuration of students' developer environments using Docker and shell scripts.
- Created assignments covering the implementation of Bloom filters, the A* algorithm, and BFS.

PROJECTS

Song-Recs: Song Recommendations SpringBoot WebApp | Java, Spring Boot, Thymeleaf, MySQL

- Developed a Spring Boot application to provide song recommendations based on track, artist, album, genre, and tempo.
- Integrated with the Deezer API to fetch song data and cached the results in a MySQL database to improve performance.
- Harnessed RESTful endpoints to search for songs and getting recommendations.
- Worked with Thymeleaf to implement the server side of the web application.

DnD-Characters: Dungeons and Dragons Character Management WebApp | MERN Stack

- Developed a web application for managing your Dungeons and Dragons characters using a MERN stack.
- Implemented a RESTful API for creating, updating, and deleting characters and storing them in a MongoDB database.
- Created a user interface for viewing and managing characters, including their stats, backgrounds, and abilities.
- Utilized paseto tokens for user authentication and authorization, allowing secure access to user data.

Flight-Paths: Analysis of Flight Paths Accross the World | C++, GDB, Algorithms, Data Structures

- Performed comprehensive data analysis of flight paths across the world using C++.
- Used Dijkstra's algorithm, Tarjan's strongly connected component algorithm, and depth first search to answer various questions about the flight paths dataset.
- Created a visualization of flights across the world using the Mercator projection.

SKILLS & INTERESTS

Programming Languages: Python | C++ | C | Java | JavaScript | C#

Computer Skills: Docker | GitHub | GDB | Linux | Backend | Debugger | Valgrind

Soft Skills: Writing | Interpersonal Skills | Communication | Collaboration | Problem Solving | Leadership | Time Management

Interests: Programming, Projects, Data Science, Cybersecurity, Reading, Traveling