

SUMMARY

Aspiring software developer with experience in computer vision and machine learning, demonstrated through developing a facial recognition app using Siamese neural networks. Currently enhancing my expertise in computer vision through coursework at UNC. Proficient in Python, TensorFlow, and deep learning frameworks, with a strong foundation in software development and problem-solving.

PROFESSIONAL EXPERIENCE

Lead Software Developer | UNC Eshelman School of Pharmacy, NC

Oct 2024- Present

- Initiated the design and development of a web-based 2D escape room game, funded by the PharmAlliance Early Career Researcher Award, to enhance to enhance clinical education through interactive, puzzle-based learning
- Leading a team to implement core functionality using JavaScript, HTML, and CSS, laying the foundation for an engaging user experience.
- Currently developing an authoring tool to enable faculty to customize clinical content, supporting adaptable and scalable teaching methods across institutions.

Tutor | Arizona State University, AZ

August 2021- May 2024

- Tutored 1500+ unique students in technical subjects such as Data Structures and Algorithms, integrating practical examples that enhanced understanding of computing principles relevant to Software Development.
- Adapted to modern teaching methodologies by integrating digital tools such as smartboards for efficient and effective knowledge transfer, closely paralleling innovative technology use in contemporary software engineering environments.
- Collaborated with a diverse team to continuously enhance the quality of educational services, mirroring the collaborative efforts essential in software program development and troubleshooting

Teaching Assistant | Arizona State University, AZ

August 2022 – May 2024

- Leveraged effective communication and presentation skills to seamlessly deliver calculus concepts to engineering majors.
- Provided valuable support to students in understanding and reviewing fundamental calculus principles.
- Developed strong analytical and evaluation skills by grading quizzes and delivering constructive feedback to optimize student performance.

TECHNICAL SKILLS

Languages: Python, C++, Swift, C, HTML, JavaScript, CSS, Java, C#, Swift, TypeScript

Frameworks and Libraries: TensorFlow, Caffe, SwiftUI, UIKit, React, NodeJS, Bootstrap, jQuery, Pandas, Numpy, Scikit-learn

Technology and tools: MySQL, Postgres SQL, JUnit, Selenium, CoreML, Unity, CoreData,

SELECTED PROJECTS

Facial Recognition Application – Artificial Intelligence, Computer Vision, Machine Learning

May 2024

- Developed a facial verification system using a Siamese neural network architecture to accurately compare facial images.
- Implemented feature extraction and similarity measurement using L1Distance to determine if two faces belong to the same person.
- Trained and evaluated the model on publicly available facial recognition datasets, achieving high accuracy in verification tasks.
- Utilized Python and popular deep learning libraries (TensorFlow/Keras) for building, training, and deploying the Siamese network model.

NASA Psyche Game– Unity Game Development

Sept 2023-April 2024

- Collaborated as the team lead and a key contributor within a five member team to develop a web-based game aimed at promoting awareness of the NASA Psyche mission.
- Completed the project before the deadline by meticulously designing a realistic space environment, incorporating authentic details provided by NASA.
- Garnered overwhelmingly positive feedback from the project sponsor, reflecting the successful execution of design elements and project objectives.

PumpPal - Macro tracking app – Swift, SwiftUI, CoreML, CoreData, Mapkit

Sept 2023 – Dec 2023

- Developed a Macro tracking application on the iOS platform using Swift and leveraging the latest SwiftUI framework.
- Implemented a robust system to fetch precise macronutrient metrics from a nutritionix’s database through API integration, contributing to the application's accuracy and reliability.
- Earned commendation from peers for the application's robust functionality and is currently in the planning stages for its official launch on the Apple App Store.

Game Application for Mental Health Patients – Unity Game Development

Nov 2022 – Feb 2023

- Led the development of 5 diverse games in Unity, specifically designed to enhance fine motor skills for mental health patients.
- Implemented an interactive user interface, resulting in improved accessibility and ease of navigation for patients.
- Received positive feedback from users, with a measured increase in fine motor skill improvement among patients.

Shopping Web Application– Java, JavaFX, SQL, HTML, CSS

August 2022 – Dec 2022

- Led a team of 5 in developing a full-stack shopping application in Java, similar to Amazon.com, enhancing project management skills.
- Implemented a robust database system to manage customer information and correlate it with order numbers, improving data retrieval processes.
- Leveraged SQL and GUI features to create a highly user-oriented and intuitive shopping experience.

EDUCATION

Arizona State University

Bachelor of Science in Computer Science.
Cumulative GPA- 4.0

Tempe, AZ
May 2024

University of North Carolina- Chapel Hill

Master of Science in Computer Science

Chapel Hill, NC
May 2026

AWARDS AND HONORS

Moeur Award – Arizona State University

- Awarded by ASU for highest academic standing for eight consecutive fall and spring semesters.

8 x Dean's List -Arizona State University

- Completed 121 letter-graded units during 8 semesters with a 4.0 GPA.

New American University Scholarship -Arizona State University

- Acknowledged for academic excellence with a financial award of \$15,500/year in recognition of achievements.

SUN Award – Arizona State University

- Awarded five times by the University for exceptional professional performance.

