

**Objective:**

Seeking an internship position in software or application development and support utilizing system analysis, design, and programming skills.

**Education:**

University of Connecticut, B.S.E. Computer Science & Engr, Mathematics, 4.0/4.0      August 2015 - present

*Relevant Courses: CSE 4095 Object-Oriented Programming, Data Structures & Algorithms; CSE 2500 Discrete Mathematics; CSE 2300W Logic Design; CSE 1729 Principles of Computer Programming*

Yale University, Part-time student

January 2015 – May 2015

**Experience:**

Yale University, Software Engineering Intern, Mobile & Web Technologies      June 2016 – August 2016

- Developed front-end and search enhancements to Yale University's Campus Map utilizing JavaScript, jQuery, & CartoDB.
- Designed and developed Amazon S3 file transfer client with single-sign on through SAML login using Python, PHP, and JavaScript (Dropzone.js).
- Created dynamic website for Yale University School of Music with live calendar and social media updates.
- Developed Yale University Apple Watch application for Yale Transportation using Apple's Xcode and Swift.

University of Connecticut, Computer Science Teaching Assistant

November 2016 – present

- Instruct a weekly lab section in Data Structures & Algorithms (CSE 2050)
- Lead weekly problem-solving sessions and exam review sessions
- Work with graduate TAs and professors on a professional level

Java Game Development

June 2015 – November 2015

- Analyzed, designed, and built game application written in the Java using Processing, an open source graphics library.
- Managed a team of three computer science students to deliver a Java application project.

Package Store Systems Integration Project

January 2015 – June 2015

- Developed a point-of-sale software solution to keep track daily sales, inventory, and purchase orders.
- Presented solution which directly yielded more profits and streamlined processes.

Repurposed Hardware Project

- Built a working computer using scrap parts from various, decommissioned computers.
- Configured PC to run custom build of Windows and Apple operating systems.

**Skills:**

- Object-Oriented Programming – Java, Python, Swift
- Web Development – JavaScript, HTML
- Developer Tools – Git, Eclipse IDE, Xcode

**Honors/Awards:**

- UConn Honors Program
- UConn School of Engineering Dean's List: Fall 2015, Spring 2016
- 2<sup>nd</sup> place - UConn Engineering Catapult Competition – School of Engineering
- 1<sup>st</sup> place - Connecticut Future Problem Solving State Competition