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Charlottesville, VA 22903

EDUCATION

University of Virginia, Charlottesville, VA
Bachelor of Science in Computer Science | Applied Math Minor   *Aug 2022 - May 2025*
- GPA: 3.88/4.0 | Dean's List
- Relative Coursework: Computer Systems and Organizations, Data Structures and Algorithms, Software Development Essentials

SPECIALIZED SKILLS

Python, Java, C/C#, Javascript (React, Node), HTML, CSS, Django REST, Git, Postman, Figma, Jira, Trello, Microsoft 365

WORK EXPERIENCE

Spotlist, Remote
Full Stack Software Developer Intern   *Aug 2023 - Nov 2023*
- Implemented front-end mobile user interfaces and functionality using React Native
- Created and maintained robust and scalable RESTful APIs using Django REST framework, ensuring efficient data communication between front-end and back-end systems
- Tested API end points and database interactions with Postman

AiPi Solutions, Reston, Virginia
Software Developer Intern   *May 2023 - Aug 2023*
- Led a team of 8 interns in training a Large Language Model to automate editing process of Non-Disclosure Agreements, reducing Attorney NDA review time by at least 60%
- Developed Python code utilizing Openai API to train "DaVinci" language model on a data set of 250 attorney revised NDA's, yielding a model validation token accuracy of 0.95
- Built and deployed a web application with React.js to allow integration of language model into client workflow

RegEx LLM Research Project, Charlottesville, Virginia
Undergraduate Researcher, UVA CS Department   *Aug 2023 - Present*
- Integrated Large Language Models for accurately generating software and non-software specification with regular expressions
- Constructed an internal database of RegEx conversions for LLM training leveraging Hugging Face pipelines to automate natural language to RegEx conversions

PROJECTS

SimpliSplit, React Native | Python | Firebase
2023 VT Hacks Project   *Sep 2023*
- Cooperated in a team of 4 to build an app-store published mobile app to streamline bill splitting by allowing users to scan a receipt, match friends to receipt items, and send Venmo requests accordingly with one click
- Utilized tesseract for receipt scanning OCR, React Native for front-end mobile development, Venmo API for payment processing, and Firebase for user account database storage

Discord Bot, Python
Personal Project   *Dec 2022*
- Developed a multifaceted discord integrated robot using Python, Discord API, and Riot API
- Bot features include: autonomous running, pulling league of legends game data, sending customized emails, searching google given a query, welcoming new server users, telling random jokes, and relaying bot latency

2D - Platformer Game, Python
Programming Final Project   *Nov 2022*
- Developed a 2D RPG inspired shooter-platformer game using pygame and UVAGE (UVA game engine)
- Game features include: directional 2D shooting mechanic, scrolling character selection screen, player 'stats', upgrade system, random enemy spawn logic, and gold/lives counter

EXTRA CURRICULAR ACTIVITIES

Student Game Developers, Charlottesville, Virginia
Programmer   *Spring 2024*
- Spearheaded collaborative design and development of a 3D horror game, working with a team of 5 developers and artists through the complete game development lifecycle, from concept to product
- Implemented innovative game mechanics and integrated advanced graphics using Godot, C#, and GDscript