

EDUCATION

Rochester Institute of Technology: Rochester, NY

2021-2024

Degree In New Media Interactive Development: Bachelor of Science (BS)

Major consisted of web-application development, UX Design principles and algorithm studies.

Senior Project “Dot Dot Dot”: [An interactive canvas and art installation](#)

Aug 2023 - May 2024

Worked as the project manager for two semesters and led weekly meetings to assess progress. Presented for stakeholders and professors during monthly checkpoints. Developed hand-tracking logic, error-handling and projection map logic.

University of Connecticut: Storrs, CT

2019-2021

Degree In General Studies: Bachelor of Science (BS)

Minor: Computer Science

Obtained Degree in General Studies when I transferred to RIT

TECHNICAL SKILLS

Development Software: Git, Visual Studio, Ubuntu, Redhat, Figma, Heroku, Apex, MongoDB, Unity

Languages: Typescript, Angular, JavaScript, C#, Python, C, React, NodeJS, JSON, HTML5, CSS

Technologies: SQL, Oracle

Productivity Software: Microsoft Teams, Zoom, Discord, Slack, Trello, Microsoft PowerPoint

WORK EXPERIENCE

BMW Group: Greer, SC

Jan 2023 - Aug 2023

Software Engineering Co-Op

- Managed a KPI (Key Performance Indicator) dashboard via Oracle using SQL to streamline data analytics about open defects for vehicles
- Led weekly Agile meetings to assess updates, progress, issues and questions
- Developed mobile application for Quality Production Specialists to improve quality assurance on the floor and reduce defect rates
- Trained new interns to learn SQL and Database queries for building their own applications

Rochester Institute of Technology (RIT) : Rochester, NY

Aug 2023 - May 2024

Junior Software Developer (Part-Time)

Rochester, NY

- Developed algorithms and interface for successful data input, output in a new form field component
- Created new page in Angular 17 application to update manual lab maintenance checks
- Managed database tables to accompany interface for the new form field component

Teacher Assistant (TA)

May 2022 - May 2024

- Graded assignments in UX Design course for students in New Media major
- Provided feedback for further understanding on improvements necessary to achieve higher grades

Software Developer Co-Op

Aug 2022 - Dec 2022

- Built an application by using Angular 14 framework for a functional monitor-display system
- Developed retrieval method for data on the back-end through PHP-based API for database access
- Led and trained a team of junior developers on Agile Methodology and coding standards
- System administered access privileges via Redhat Linux and documented processes, instructions, code