



Skills

- Java

Education

University of South Carolina – Columbia, SC *Spring 2026*
Bachelor of Science in Computer Science
Overall GPA: 4.00

Relevant Coursework

- Algorithmic Design I – Introduction to Java
- Algorithmic Design II – Elementary Data Structures
- Unix/Linux Fundamentals

Activities

ACM@USC Code-a-thon – 240 Division *Spring 2023*
First Place

ACM@USC Code-a-thon – 146 Division *Fall 2022*
Third Place

Projects

- Created a terminal-based program to simulate Conway's Game of Life
- Built a simple text-based user interface for use in class projects