

SUMMARY

IT student at George Mason University seeking Summer 2026 internship in software engineering, cybersecurity, or IT infrastructure. Skilled in Python, C++, and Java, with hands-on experience building system-level tools for performance, privacy, and networking. Developed and deployed 5+ original utilities across Windows, web, and embedded environments.

TECHNICAL SKILLS

Languages: Python, C++, Java, JavaScript, HTML, CSS

Frameworks & Tools: Flask, Node.js, Boost.Asio, Git, VS Code, Linux, Windows

Focus Areas: TCP/IP tuning, browser tracking detection, executable generation, asynchronous I/O, local-first web control

Environments: GitHub, CLI, open-source workflows, project automation

PROJECTS

SpyView – Local Browser Tracker & Fingerprinting Monitor

- SpyView is a browser extension that monitors tracking and fingerprinting attempts in real-time, scores their risk, and presents data entirely client-side.
- SpyView scores and logs over 5,000 known trackers client-side, classifying by risk heuristics and behavior fingerprinting.

AutoSFX Wizard – Executable Generator for Multi-File Bundling

- AutoSFX is a Python + C++ tool that packs multiple files or folders into a single self-extracting .exe, with support for compression, run control, and execution metadata.
- Successfully bundled and executed 30+ files sequentially from one EXE for use in non local deployments.

WINSPAR – Command-Line TCP Optimizer

- WINSPAR is a command-line tool designed to optimize TCP settings and download speeds of applications on Windows systems.

- Built and tested registry-level tuning for TCP window scaling and congestion control; increased throughput by as much as 10% in controlled benchmarks.

ASIO Client-Server Framework – C++ Networking Core

- Built an asynchronous, non-blocking C++ framework using Boost.Asio to handle background network events and client messaging.
- Handled over 100 concurrent connections during simulated loads.

Desktop Tinkerer – Web-Controlled Desktop Automation

- Created a Flask web server to allow users to upload images to change my desktop wallpaper in real-time.
- Connected to a C++ service running semi-persistently on my PC for remote local automation and inter-process coordination.

Unity Game Development – Indie PC Game

- Solo-developed a 2D platformer game using Unity and C#.
- Released publicly with over 1,000 downloads and built a 2,000-follower community on Twitter through update posts.

EXPERIENCE

Peer Programming Tutor – Woodson CSHS

September 2022 – June 2025

- Tutored AP CS A students on Java syntax, recursion, and debugging logic.
- Helped classmates improve project quality and test confidence through one-on-one and group sessions.

General Support Assistant (Volunteer) – Fairfax Cub Run Rec Center

April 2024 – May 2024

- Assisted 100+ visitors during scheduled events, managing transitions and sign-ins.
- Maintained smooth operational flow and assisted supervisors in resolving issues.

General Support Assistant (Volunteer) – James Lee Community Center

April 2025 – May 2025

- Supported program staff with setup, logistics, and guest flow control.
 - Acted as point-of-contact for visitor concerns during weekend sessions.
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EDUCATION

- Carter G. Woodson High School – Fairfax, VA
2021 – 2025 | GPA: 4.0 | Honor Graduate
 - George Mason University — Fairfax, VA
Bachelor of Science in Information Technology — Expected 2029
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CERTIFICATIONS

[Google Cybersecurity: Foundations](#) — Issued: 2023

[Google Cybersecurity: Manage Security Risks](#) — Issued: 2023

LinkedIn Learning: Data Analytics Foundations — Issued: 2022

[Computer Science Achievement Certificate](#) – Woodson CSHS — Issued: May 2023