

EDUCATION:

George Mason University, Fairfax, VA
Bachelor of Science in Computer Science

Expected June 2026

Relevant Coursework: Essentials of Computer Science, Introduction to Computer Programming (Python), Object Oriented Programming (Java), Data Structures, Introduction to Low-Level Programming (C)

TECHNICAL SKILLS:

Programming Languages: JavaScript, Python, C, Java, HTML/CSS

Computer Hardware Configuration: Built Personal Windows OS PC, performed functionality testing on various systems and applications, Disassembled computer systems to troubleshoot and resolve hardware issues.

Tools: Microsoft Visual Studio Code, Microsoft Office

OS: Windows, Mac OS

CODING PROJECTS:

Python Data Analysis Project

February 2025

- Manipulated 16-bit integers to pack/unpack sign, exponent, and fraction fields.
- Built a Python-based data processing tool to analyze and visualize structured datasets using Pandas and Matplotlib.

Conway's Game of Life – Java Project

January 2025

- Developed an interactive simulation of Conway's Game of Life using Java and Swing, handling the GUI, user input, and step-by-step or automated evolution.
- Created a custom DynamicArray class for strong cells, meeting specific time-complexity constraints

Deus Ex Machina – Object-Oriented Programming Project

May 2024

- Developed a simulation system using advanced OOP concepts like generics, interfaces, exceptions, and enumerations within a custom package
- Utilized Java ArrayList and SystemWide objects to structure machine-like entities and categorized them into emulation, simulacra, and simulation realms.

WORK EXPERIENCE:

Stem Excel, Fairfax, VA

October 2024 to Present

STEM Instructor

- Led interactive, hands-on STEM lessons, guiding students through science, technology, engineering, and math projects.
- Guided students in exploring basic machine learning models and data-driven decision-making.
- Integrated Python-based data visualizations into classroom projects.

Stem Tree, Vienna, VA

April 2024 to August 2024

STEM Instructor

- Guided students through science, technology, engineering, and math projects, ensuring clarity and understanding. Making sure all machines are clean, and store is properly closed at night.
- Developed students' problem-solving and critical-thinking skills through interactive projects and challenges.
- Led engaging, hands-on STEM activities and lessons for students in a classroom setting.

HACKATHONS:

VT Hacks

2024

- Collaborated with a team to brainstorm and develop a real-time weather alert system during the hackathon.
- Integrated APIs and real-time data to create a functional alert system for weather conditions.
- Gained hands-on experience in full-stack development, focusing on both backend and frontend functionalities.
- Participated in workshops and networking sessions to improve coding and teamwork skills under time constraints.

Hoo Hacks

2023

- Cooperated with peers to brainstorm and develop ideas for a community-focused tech solution.
- Engaged in workshops and mentoring sessions to enhance programming and design skills.

ACTIVITIES: Girls Who Code Club, Honors College Connects' Nonprofit Hackathon, Indian Student Association Club, Women of Color in Stem Club