

OBJECTIVE:

- Intellectually curious individual with problem-solving skills , looking for an intern position to utilize classroom learned programming skills and understanding of the software development techniques.
 - Bringing experience with object-oriented design,data structures and the ability to code with various languages, and 4.0 GPA.
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EDUCATION

Bachelor of Arts, Computer Science

May 2022

University of Colorado Denver, College of Computing and Engineering

GPA 3.84/4.0

Relevant Coursework: C++, Object Oriented Programming, Data Structures with C++,Database Design

TECHNICAL SKILLS

Languages: C++, Python (Scipy, Pandas), React, Javascript

Operating Systems: Windows, macOS, UNIX

IDE & Text Editors: Xcode, Visual Studio, GPU

Other: Google Cloud Services, NoSQL,REST APIs

PROFESSIONAL EXPERIENCE

CU Denver School of Medicine Anschutz , CO

October 2020 – January 2020

Data Science Intern

- Worked in a team of 12 people to build a recommender system/search engine for the Transgender Health Information Resource (TGHIR) project.
- Development and deployment of models for a recommender system (collaborative, content, and knowledge filtering) and creation of a specialized search engine on health information resources.
- Developed in Google Cloud Services,
- Developed a search engine with the help of techniques and tools like Solr and ElasticSearch, Web crawlers and scrapers, Database modeling, NoSQL and Restful APIs.

Denver Public Schools, Denver, CO

May 2019 – February 2020

Tech Partner

- Configuration, management, and support for 100+ Apple devices including but not limited to laptops, PC, mobile devices, Apple TVs, and servers.
 - Advanced knowledge of macOS, iOS, Google Chrome OS, macOS Server, and Active Directory Chromebook administration using Google Admin console
 - Understanding of the data processing environment and the impact on business functions when systems and/or applications are unavailable
 - Worked with servers, routers, networks, IP addresses, AV equipment, computers, and mobile devices
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PROJECTS

Battleship Game (Object Oriented Design)

December 2020

Developed in CLion/GPU

- Create a command-line-based game of battleship. The known Battleship game in which players secretly place ships on a grid then take turns guessing grid locations or “firing shots” until one player has all of his ship locations guessed (or sunk).
- Converted project into a GUI based game with the help with qt. application Development.

Actor/Movie Database Program (Data Structures)

December 2020

Developed in CLion/GPU

- The database handles multiple records, each composed of several fields. The database will store its information in a file, it will update the file based on addition & deletion of records and field modifications. It will allow users to sort records based on the selected keys and produce reports (output) according to predefined criteria.
- Designed the program using data structures of Binary search tree, Insertion, searching techniques and accessing the vector and restoring the database involves traversing the entire tree in order and placing the node into a new binary search tree.

