

## Software Engineer | Full-Stack Development, React, Node.js, Python

Results-driven Software Engineer with experience in leading small teams and shipping end-to-end products in startup environments.

### EDUCATION:

Lehigh University

05/2025

Bachelor's in Computer Science

### SKILLS:

**Programming Languages-** TypeScript, Javascript, Python, Java, C#, HTML5, CSS3, SQL

**Frameworks & Libraries-** ReactJS, Next.js, Node.js, Express.js, Tailwind CSS, Unity Engine, Slack Block Kit

**Developer Tools & Platforms-** AWS, Git, Vite, Webpack, npm/yarn, Figma, Jira, Agile/Scrum Methodologies

**Databases & APIs-** PostgreSQL, RESTful APIs, OpenAI GPT API, Google Firebase

### SOFTWARE ENGINEERING EXPERIENCE:

Software Engineering Intern | *Stealth Startup* | New York, NY

05/2024 - 08/2024

- Developed a responsive UI for a pre-seed productivity app using React, TypeScript, and Mantine, accelerating development by strategically balancing custom-built and off-the-shelf components.
- Implemented scalable state management with **Redux** for a hybrid desktop application (**Electron/Node.js**), ensuring data consistency and a seamless user experience.
- Led the end-to-end front-end lifecycle, demonstrating full-system ownership by writing SQL queries for data modeling and **managing deployment pipelines via AWS Amplify/EC2, ensuring 99.9% uptime.**

Software Engineering Intern | *Mentessa* | San Francisco, CA

05/2023 - 08/2023

- Increased user engagement by **30%** by engineering a responsive frontend for the Mentessa-Slack integration using **React, JavaScript, and Slack's Block Kit.**
- Engineered a real-time conversational feature by integrating the OpenAI GPT-3.5 API into a Slack-based application; designed and built **5 new React components** to render structured JSON responses, improving user **query success rate by 20%**
- Improved interface rendering speed by 40%** by documenting API endpoints and successfully advocating for payload optimizations, resulting in a faster, more responsive user experience.

Software Developer Intern | *Lehigh RiVR Immersive Learning* | Bethlehem, PA

05/2022 - 08/2022

- Drove a VR project to win '**Best Project**' (**top 0.5% of 200+**) by optimizing rendering pipelines to create a seamless and intuitive user experience.
- Reduced critical user-facing issues by **20%** by debugging and optimizing UI performance within the full Software Development Life Cycle (SDLC), utilizing Git for version control and participating in rigorous code reviews.
- Translated functional requirements from **5 stakeholder groups** into a technical specification for a VR application; implemented the core interactive UI using C# and the Unity Engine, directly contributing to the project winning 'Best Project' out of 200+ submissions.

Software Engineering Team Lead | *Save Tuba* | Bethlehem, PA

12/2020 - 12/2021

- Led a 4-person team in the end-to-end development of a sustainability-focused Android application, successfully engaging over **5,000 students.**
- Reduced screen load times by an average of 50%** by implementing efficient data binding, view recycling, and lazy loading for images fetched from RESTful APIs.

### PROJECT:

**Managify: AI-Powered Job Application Tracker & Resume Tailor (Live demo-[managii.vercel.app](https://managii.vercel.app))**

- Engineered an intelligent career management platform** using Next.js and TypeScript, featuring an AI-driven resume tailoring engine powered by the **Google Gemini 2.0 Flash model** to analyze job fit and optimize keywords in real-time.
- Architected a scalable full-stack solution** with a **PostgreSQL** database hosted on **Google Cloud SQL** and managed via **Prisma ORM**, implementing complex data schemas to track application statuses, relevance scoring, and version-controlled resumes.
- Developed a companion Chrome Extension** using vanilla JavaScript and background service workers to **scrape job data from major platforms (LinkedIn, Greenhouse)**, integrating directly with the web app's **RESTful API** for one-click job saving and automatic categorization.