





Summary

Resourceful and detail-oriented professional transitioning from a career in skilled trades to the technology sector. Combines hands-on experience in asset coordination, vendor management, and operational leadership with a strong foundation in computer science and software development. Proven ability to apply systems thinking and technical skills to support IT operations, full-stack development, and data-driven projects. Currently pursuing a B.A. in Computer Science with a focus on building scalable tools and managing real-world infrastructure. Seeking a role where technical aptitude and field-tested problem solving intersect.

Education

2022-2025

Bachelor of Arts in Computer Science, Hunter College, NYC, Aug. 2025 Completion

Disciplinary Data Structures and Algorithms, Machine Learning, Computer Architecture, Data Mining,

Focus Discrete Structures, Symbolic Logic

2015-2017 :

Bachelor of Science in Labor Studies, Empire State College, NYC, May 2017 Graduation

Disciplinary Project Management, Project Estimation, Economics of Construction. Labor Relations, Labor Management

Focus ()Labor and Employment Law

I Skills

Programming C++, Python, JavaScript, TypeScript, Bash, LaTeX

Web Stack React, Firebase, BootstrapCSS, REST APIs

Tools Git, GitHub, Jupyter Notebooks, VSCode, TeXStudio, Unraid, Anaconda

Design GIMP, Icon Design, Poster Creation, Visual Branding

Platforms Linux/Ubuntu, Windows

Operations Ticketing Systems, Inventory Tracking, Vendor Coordination, SOP Documentation,

Lifecycle Tracking, Field Equipment Handling

Soft Skills Leadership, Communication, Critical Thinking, Persistence, Flexibility, Problem Solving, Team Collaboration

☐ | Technical Projects



React

Summer 2025

AllCards - Web App, Team of 4, Capstone

A full-stack web application for organizing and browsing physical trading card collections across franchises. Technologies React, TypeScript, Firebase (Authentication and Firestore), BootstrapCSS

- o Built responsive UI with modular React components and dynamic routing
- o Integrated Firebase Authentication for user registration, login, and session management
- o Structured Firestore database to support nested user, franchise, and card collection data
- o Queried external APIs (Pokémon, Magic, Yu-Gi-Oh!) to fetch and normalize card information
- Designed architecture to support future expansion of features and franchises



G (++

Spring 2025

SimOS: Process & Memory Manager, Individual Project

An OS simulation through a simplified OS kernel.

It simulates process scheduling, memory allocation, and disk I/O handling. Details:

- o Designed and implemented a priority-based preemptive CPU scheduler with randomized tie-breaking for equal-priority processes
- o Implemented worst-fit memory allocation strategy with recursive cleanup of zombie processes and their descendants
- Simulated FCFS (First-Come-First-Serve) disk I/O request queue with realistic process blocking and unblocking
- o Managed process creation (fork), waiting, and cascading termination using a dynamic PCB table and child tracking
- o Used basic containers only (e.g., vectors and arrays); no maps or advanced STL structures
- o Core logic based on textbook chapters 1–10, prioritizing clarity and correctness over performance

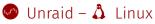


Fall 2024

NBA Awards Predictor - Data Mining, Team of 5

A machine learning pipeline that predicts NBA award winners using historical player and team statistics. Technologies Python, pandas, scikit-learn, numpy, matplotlib, BRScraper

- o Scraped and cleaned historical data from BasketballReference using BRScraper API
- o Engineered features like win shares, usage rates, and adjusted scoring metrics
- o Trained logistic regression, random forest, and ensemble models with cross-validation
- O Visualized model performance and insights using matplotlib and seaborn
- Managed full data pipeline collaboratively with Git and Jupyter Notebooks



Apr 2022-pres.

Home Media Server, Individual Project

A personal home media server operating on an Unraid Virtual Machine and Ubuntu Linux.

- o Designed and implemented a home server using Unraid and Ubuntu Linux; selected hardware components and managed full lifecycle from procurement to retirement
- o Created custom icons, posters, and media interface elements using GIMP to enhance the system's visual identity and user experience
- o Performed system design, device testing, and OS installation (Windows/Linux) tailored to functional requirements
- Conducted ongoing inventory tracking and upgrades for multiple compute devices, ensuring long-term system integrity
 and storage optimization
- o Implemented secure access protocols and planned future expansion for VPN and file/document lifecycle support

Ⅲ | Relevant Experience

Journeyman

2015-2022

Electrician, Local Union #3 IBEW, NYC

Provided electrical and fiber-optic installations, maintenance, and repairs.

- Supervised warehouse and jobsite operations including hardware receiving, inventory tracking, and asset staging for deployment
- o Managed jobsite requests through physical ticketing logs, asset request forms, and spreadsheet-based inventory tracking
- o Coordinated with vendors and procurement teams to order, receive, and deploy job-critical IT hardware and materials
- o Maintained detailed logs for audit compliance, asset delivery timelines, and return workflows across multiple locations
- o Trained and led apprentices on SOPs involving equipment tracking, lifecycle usage, and safe storage procedures
- Interfaced with clients and stakeholders to report inventory status, resolve discrepancies, and ensure compliance with safety protocols

Certifications

- o NYS DOL Certificate of Completion for Apprenticeship Training
- OSHA 10
- OSHA 30
- Site Safety Training