

<b>Objective</b>	Looking for an internship that will take advantage of my programming abilities, help me to grow as a software developer, and enable me to add value to an interesting company.
<b>Education</b>	<b>Purdue University</b> <i>Expected Spring 2018</i> <b>Bachelor of Science in Computer Science</b> GPA 3.69 <b>Concentrations:</b> Software Engineering, Foundations, Machine Intelligence <i>Dean's List since Fall 2015</i> <i>Semester Honors since Spring 2015</i>
<b>Skills</b>	<b>Skilled:</b> Java, PHP <b>Familiar:</b> C++, SQL, Git <b>Exposure:</b> Haskell, NodeJS, Ruby, $\text{\LaTeX}$
<b>Experience</b>	<b>Salesforce Pardot, Atlanta, GA</b> <i>May - October 2016</i> <i>Software Engineer Intern</i> Converted the background jobs' infrastructure to use a Redis NoSQL caching system. <ul style="list-style-type: none"><li>• Developed a neural network to predict customer deals based on their activity.</li><li>• Worked on chat bots that automate production using Lita and Hubot frameworks.</li><li>• Exposure to development in a fast-paced continuous integration environment.</li></ul> <b>Teaching Assistant</b> <i>Fall 2016 - Present</i> Responsible for constructing and grading projects, homework, and practice assignments. Helped with weekly review seminars and assisted students during office hours. <ul style="list-style-type: none"><li>• CS 381: Analysis of Algorithms</li><li>• CS 251: Data Structures and Algorithms</li></ul>
<b>Research</b>	<b>Computational Geometry</b> <i>C++</i> <i>Spring 2016</i> Developed programs with Professor Christoph Hoffmann that evaluate and display conic sections based on the manipulation of line and circle formula. Applicable to constructing curves for airplane wings and fuselages.
<b>Projects</b>	<b>Degrees of Separation</b> <i>Java</i> <i>Spring 2016</i> Web app that will find a series of musical connections between any two given artists. <ul style="list-style-type: none"><li>• Constructed an efficient algorithm to find short paths of large database graphs.</li><li>• The project was developed in an Agile (Scrum) Team environment.</li></ul>
<b>Activities</b>	<b>Purdue Battleship Bot Competition</b> <i>November 2016</i> Won first place in a competition to build a bot which strategically executed moves in the board game Battleship. The algorithm we used is loosely based on computing the probability distribution of the board at each point in the game and acting accordingly.  <b>Purdue Competitive Programming</b> <i>Spring 2017</i> A competitive programming group with weekly competitions and group discussions. The goal is to prepare for nationwide and international competitions. Each meeting puts emphasis on learning new approaches to problem solving and algorithms then further optimizing their time and space efficiency.