

## EDUCATION

### STONY BROOK UNIVERSITY

#### B.S. IN COMPUTER SCIENCE

Major GPA: 3.3

Stony Brook, NY

May 2020

#### UNDERGRADUATE COURSEWORK

- Computer Science I/II
- Systems Fundamentals I/II
- Intro to Theory of Computation
- Computers and Sculpture
- Logic
- Technical Communications
- Intro to Web Design & Programming
- Intro to Multimedia Systems
- Fundamentals of Software Development
- Software Engineering

## TECHNICAL SKILLS

### LANGUAGES

#### PROFICIENT:

- JavaScript
- HTML
- CSS
- SASS

#### FAMILIAR:

- jQuery
- Java
- C++
- Python
- C#
- Assembly

### SOFTWARE

#### PROGRAMMING:

React.js, Ember.js, Microsoft Visual Code, Eclipse, Pycharm, Unity, MIPS, Sublime Text, Neo4J, Firebase

#### DESIGN:

Blender, Sony Vegas Pro 11/12, Adobe Premiere/Photoshop/After Effects, Paint.NET

## WORK EXPERIENCE

### Black Lapel | FULL STACK WEB DEVELOPER INTERN

June 2019 – August 2019 | New York, NY

- Designed, planned, and implemented various web apps and functionalities, all adhering to industry standards and ADA compliancy using JavaScript, HTML, CSS, jQuery, and the EmberJS framework.
- Designed and developed web apps that functioned predictably across multiple devices and configurations.
- Started a recreation of their employee-only website in Ember.js. Created a functioning navigation system and recreated several forms using bootstrap.
- Worked on forms that submitted data in formats that matched the company's existing data structures.
- Converted jQuery into pure JavaScript in order to improve user experience and page loading speeds.
- Assisted in bug fixes that impacted user data and experience.

### Wsp USA, Inc. | SYSTEMS OPERATOR III

September 2016 – August 2018 | New York, NY

- Handled unique software/hardware problems and dealt with various unfamiliar equipment through the use of basic troubleshooting processes, following up with intuitive solutions when necessary
- Worked with a team of IT specialists, focusing on resolving multiple concurrent issues in the most efficient manner possible
- Troubleshoot, installed, and configured programs of varying calibers, ranging from basic Microsoft Office programs to complex engineering-based programs such as AutoCAD
- Utilized the Service-Now ticket system extensively and maintained a 40-ticket quota per week
- Helped instruct and manage new team members as a team leader on later move projects
- Dealt with several emergency situations such as network failures, interrupted conference meetings, and data loss

# PROJECTS

## **C4ME | SOFTWARE ENGINEERING GROUP PROJECT**

2020 | Website | Stony Brook University

**Technologies:** JavaScript, HTML, CSS, React.js, Firebase

- Created a web app that allows students to create, edit, and save their own profiles, search for colleges, and see information about specific colleges and about other students who have applied to those colleges.
- Designed data structures that manage student profiles, college data, accounts, and student applications.
- Implemented algorithms that verify a student's academic records against their college applications in order to flag all questionable college decisions for administrator review.
- Implemented administrator functionality that allows them to approve or deny any questionable college decisions, delete all student profiles, import student profiles and applications via .csv files, and scrape college websites for data.

## **WIREFRAMER | FUNDAMENTALS OF SOFTWARE DEVELOPMENT PROJECT**

2019 | Website | Stony Brook University

**Technologies:** JavaScript, HTML, CSS, React.js, Firebase

- Created a web app that allows users to create, edit, and save their own wireframe designs.
- Designed data structures that maintain information about each of the user's saved wireframe designs.
- Implemented adding and removing of containers, buttons, text fields, and labels, as well as the ability to edit borders, colors, and font size of said elements.
- Implemented the ability to drag and resize all entities within the workspace, resize workspace, and zoom in and out.

## **VOXELCARS**

### **HOBBY PROJECT**

2018 | Video Game

- Created a video game that consisted of a car dodging obstacles using C# in Unity
- Implemented animation, level selection, car selection, car turning, win conditions, scene transitions, varying speeds, menus, buttons, and user control

## **SOLITAIRE SIMULATOR**

### **COMPUTER SCIENCE II PROJECT**

2015 | Video Game

- Created a Solitaire Simulator that used classes for Cards, Stacks, and an interface to play the game using Java in Eclipse
- Implemented randomized card placement upon starting or resetting, rules for where a card(s) can legally be moved, and representations of multiple card stack displays for user

## **SITE RECREATION**

### **INTRO TO WEB DESIGN AND PROGRAMMING PROJECT**

2013 | Website

- Replicated the American Association of Community Colleges (AACC) website using HTML5 and CSS in Adobe Dreamweaver
- Managed and manipulated text, divisions, backgrounds, and images.