

WORK EXPERIENCE

Black Lapel | WEB DEVELOPER INTERN

June 2019 – August 2019 | New York, NY

- Designed, planned, and implemented various web apps and functionalities used across multiple devices, all adhering to industry standards and ADA compliancy using JavaScript, HTML, CSS, jQuery, RESTful API's and the Ember.js framework.
- Started a recreation of their employee-only website in Ember.js. Created a functioning navigation system and recreated several forms.
- 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

- 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 backgrounds and fields.
- 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.

TECHNICAL SKILLS

LANGUAGES

PROFICIENT:

- JavaScript
- Java
- HTML
- CSS/SASS
- Python

FAMILIAR:

- C
- C++
- C#
- Assembly

OTHER

PROGRAMMING:

React.js, Ember.js, Redux, jQuery, NodeJS, Bootstrap, Neo4J, Firebase, Git

SOFTWARE:

Microsoft Visual Code, Eclipse, Pycharm, Unity, MIPS, Sublime Text

DESIGN:

Blender, Adobe Premiere/Photoshop/Illustrator, Audacity

EDUCATION

STONY BROOK UNIVERSITY

Stony Brook, NY

B.S. IN COMPUTER SCIENCE

May 2020

Major GPA: 3.3

UNDERGRADUATE COURSEWORK

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

PROJECTS

PORTFOLIO | PERSONAL PROJECT

2020 | Website | Personal

JavaScript, HTML, CSS, React.js

- Created a personal portfolio website that showcases my skills and projects in an aesthetic fashion and works across multiple devices in a predictable, adaptable way.

C4ME | SOFTWARE ENGINEERING GROUP PROJECT

2020 | Website | Stony Brook University

JavaScript, HTML, CSS, React.js, Firebase, Redux

- c4me is 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.

WIREFRAMER | FUNDAMENTALS OF SOFTWARE DEVELOPMENT PROJECT

2019 | Website | Stony Brook University

JavaScript, HTML, CSS, React.js, Firebase, Redux

- Wireframer is a web app that allows users to create, edit, and save their own wireframe designs. It supports adding, editing, duplicating, deleting, resizing, and moving various elements of each wireframe.

MONA LISA | INTRO TO MULTIMEDIA SYSTEMS PROJECT

2019 | Animated Short | Stony Brook University

Blender, Premiere, Photoshop, Audacity

- Mona Lisa is an animated horror short that was inspired by the Mona Lisa Effect. This is the illusion that Mona Lisa always looks like she is staring at you, no matter where you are in the room.

VOXEL CARS | PERSONAL PROJECT

2018 | Video Game | Personal

Unity, C#

- Voxel Cars is a game in which the player can select and control a car. Each level features obstacles that the player must dodge. It supports steering, level select, car select, and various animations.