

## EDUCATION

### Purdue University

Bachelor of Science in Computer Science  
Concentrations - Software Engineering and Machine Intelligence  
Minors - Math, Economics • Dean's List & Semester Honors

MAY 2023 • WEST LAFAYETTE, IN  
GPA: 3.93/4.00

## TECHNICAL SKILLS

Java • C • C++ • JavaScript • C# • ReactJS • React Native • Node.js • Express • HTML/CSS • NextJS • APIs • Python • MySQL • Unity • Firebase • Arduino • Embedded Systems • Bash • Git • Agile Development

## RELEVANT COURSEWORK

Data Structures & Algorithms • Computer Architecture • Systems Programming • Analysis of Algorithms • Software Engineering • Intro. to Artificial Intelligence • Intro. to Relational Database Systems • Programming in C • Competitive Programming • OOP in Java

## RECENT WORK EXPERIENCE

### Research Intern – SURF, Purdue University

MAY 2021 – AUGUST 2021 • WEST LAFAYETTE, IN

- Programmed embedded systems such as STM32 and Arduino in C and C++
- Designed features, optimized code, and improved a custom microcontroller, WaterBear, for ecological research
- Created a CLI and app for interfacing with the microcontroller
- Developed I2C and UART drivers for various environmental sensors

### Instructor and Teaching Assistant – Purdue University

AUGUST 2021 – PRESENT • WEST LAFAYETTE, IN

- Delivering lectures for CS39000: Web Application Programming
- Assisting 50+ students and grading web development assignments
- Developing course content, assignments, and projects
- Leading sessions for students to practice and review web dev concepts

### App Developer – Clix, Inc

MAY 2021 – PRESENT • WEST LAFAYETTE, IN

- Adding new features to a mobile application using React Native
- Finding and fixing bugs in Android build of the application
- Integrating the backend and frontend effectively to improve response times

### Software Developer Research Assistant – C Design Lab

NOVEMBER 2020 – MAY 2021 • WEST LAFAYETTE, IN

- Worked with Unity and AR Foundation to create a multiplayer AR Game
- Integrated multiplayer game features and components using the Photon plugin for Unity
- Maintained the codebase for the project, fixing bugs and testing game builds

## PROJECTS

### VirtuCards – Software Engineering Project

SPRING 2021

- Multiplayer card game developed in Unity using the Photon plug-in in C# using Agile Methodologies
- Built password management and profile editing interfaces using Firebase
- Created gameplay logic, in-game animations, visual cues, and customization features
- Designed test cases for features and interfaces

### MyShell – Systems Programming Project

SPRING 2021

- Custom shell interpreter based on popular shells such as bash built using C and C++
- Parsed user commands using Lex and Yacc
- Handled process execution, file redirection, wildcards, pipes, and subshell requests
- Programmed features to allow users to access a history of their most recent commands

## RECENT LEADERSHIP ROLES & ACTIVITIES

- Student Orientation Team Leader for Boiler Gold Rush (BGRi) MAY 2020 – AUG 2020 & MAY 2021 – AUG 2021
- Dev Team Member for Hello World 2021 Hackathon (Frontend) APRIL 2021 – PRESENT
- Event Coordinator for Purdue Web Development Club SEP 2020 – PRESENT