

## EDUCATION

**Purdue University**, West Lafayette, IN

BACHELOR OF SCIENCE IN COMPUTER SCIENCE • GRADUATING MAY 2023 • GPA: 3.93/4.00

Concentrations - Software Engineering and Machine Intelligence

Minors - Math, Economics • *Dean's List & Semester Honors*

## TECHNICAL SKILLS

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

## COURSEWORK

Programming in C/C++, Data Structures & Algorithms, Computer Architecture, Competitive Programming, OOP in Java, Systems Programming, Software Engineering

## RECENT WORK EXPERIENCE

**Software Developer Research Fellow – SURF, Purdue University** MAY 2021 – PRESENT • WEST LAFAYETTE, IN

- Programming embedded systems such as STM32 and Arduino in C and C++
- Designing features, optimizing, and improving a custom microcontroller, WaterBear, for ecological research
- Creating a CLI and app for interfacing with the microcontroller
- Developing drivers for various environmental sensors

**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
- Improving app based on user feedback

**Software Developer Research Assistant – C Design Lab** NOV 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

**Software Development Engineer – Kenary LLC** SEP 2020 – FEB 2021 • WEST LAFAYETTE, IN

- Created a product website for a startup company that showcases their product and its features
- Developed web pages using HTML/CSS and ReactJS
- Innovated a user-friendly UI Design along with the values of the company while showcasing the product

## PROJECTS

- **WaterBear**: Contributed to an open-source project adding features, developing an interface and drivers
- **VirtuCards**: Created a multiplayer card game using Unity, C#, Firebase and Photon with a team of student developers.
- **MyShell**: Developed a custom shell and essential features using C, C++, and Bash
- **Flash Card Generator**: Developed a web app using Google Cloud's API for NLP to generate flashcards at MHacks 2019
- **MIDI File Parser**: Built a parser for MIDI music files in C

## RECENT LEADERSHIP ROLES

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