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U.S. Permanent Resident

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Education

Charlottesville, VA **University of Virginia** **Fall 2020 – May 2024**

- B.S. in Computer Science with Minor in Data Science and Business. GPA: 3.93. In-major GPA: 3.96.
- Relevant Coursework: Program Data Representation; Theory of Computation; Computer Architecture; Linear Algebra; Algorithms; Advanced Software Development; Software Testing; Data Visualization.

Employment

Software Engineer, Intern **Qualtrics** **Summer 2022**

- Developed a full stack web app to help 35 engineers and support team members diagnose bugs and gather information regarding workflows using Node, React, and Express.
- Designed UI mockups in Figma for extensibility and wrote a detailed design document.
- Authored unit tests using Mocha, Sinon, and Proxyquire to 80% code coverage to ensure the application worked efficiently and effectively after being deployed to internal engineering servers.
- Updated existing backend services to allow the web app to retrieve workflow data through API calls. Created Jenkins CI/CD pipelines to automate testing and deployment of the application.

UX Design Instructor **Forge** **Fall 2021 – Spring 2022**

- Redesigned course curriculum to teach 20 students modern UX research tactics including competitor analysis, user interviews, and more per semester.
- Recruited 4 program coordinators to ensure students felt comfortable and heard throughout the online course.

UX Design Engineer, Intern **Syntrillo (Startup)** **Summer 2021**

- Designed mockups and prototypes for a medical questionnaire to optimize patient experience for stroke and transient ischemic attack (TIA) survivors.
- Documented changes to designs and processes on a UX Guidelines page meant to ensure consistent data representations to an international team of experts, physicians, clinicians, and engineers.
- Developed prototypes using HTML, CSS, and jQuery when needed to test feasibility of designs.

Technical Experience

Projects

- **Recipe Sharing Site** (2022). Site where users can share recipes on an online form and perform CRUD operations on said recipes. Utilized Django, PostgreSQL, and AWS S3.
- **Library App** (2021). React app to view different books and add them to a personal library. Pulls data from Google Books API. Utilized React, Express, and Firebase.

Activities

- **HooHacks**: Co-lead a marketing team of 4 students and created fliers and posters to advertise two hackathon events held by the UVA's premier hacking club leading to the enrollment of over 500 hackers to participate.
- **theCourseForum**: Brainstormed mockups and prototypes with Figma with the goal of making theCourseForum the tool for over 1000 UVA students when looking for what classes to take.
- **Undergraduate Research Network**: Redesigned the club website using Figma and developed the website with a team of 3 other members using Git, HTML, and CSS.

Languages and Technologies

- C++; Java; JavaScript; Python; React; Express; Node; Django; Visual Studio; Eclipse; Figma