EMPLOYMENT

Software Engineer	**WhoFi**	**Aug 2019-Present**

- Programmed Disconnect Email Alerts for 200 library locations, delivering targeted notifications to patrons during open hours, resulting in a 20% increase in operational efficiency.
- Developed innovative UI solutions to view customer foot traffic analytics, resulting in optimized scheduling of store hours & a 7% increase in sales.
- Developed plugins for Aruba SNMP V3, DHCP and Ruckus SmartCell Insights to collect data from 40+ branches, contributing to a 17% increase in data accuracy.
- Analyzed presence analytics data to create & deliver over 150 on-demand/scheduled reports utilizing SQL & charts
- Developed fully functional Android and iOS diagnostic tools, reducing initial setup time by 50%.

Research Assistant	**University of Central Oklahoma**	**Fall 2015 – Fall 2019**

Primary Investigator, *Code Okie: One Line at a Time*

- Orchestrated a 20-person Women: Code Okie network which focused on developing insights, strategies and initiatives connecting female students in CS.
- Coordinated over 30 introductory & intermediate computer science workshops for 150+ high & middle school students from rural areas, minorities, and females to boost interest in the field
- Developed 10+ lesson plans in Python focusing on Raspberry Pi, Robotics, and Scratch to introduce coding fundamentals, sparking interest among students.
- Presented findings at multiple national and state conferences, achieving a 95% approval rate from attendees.

Multimedia Specialist	**Center for eLearning and Connected Environment**	**Aug 2016 – Sept 2019**

- Engineered 3D and VR environment interactive game using Unity technology to promote scientific problem solving, yielding an 80% increase in student engagement.
- Integrated high-end video equipment such as digital cameras, lighting fixtures and microphones to streamline production of virtual reality videos.
- Worked with video equipment and related hardware such as digital video cameras, lighting equipment, microphone, virtual reality and mixed reality setup for on and off location
- Integrated with 10+ writers, designers, and UCO professors to deploy successful Content Management System platform & 4 engaging online courses.

Google IgniteCS, Team Leader	**Google**	**Sep 2017-2018**

- Facilitated comprehensive Google IgniteCS training program to 150+ students and successfully achieved certification of over 75% of students in less than 3 months.
- Proctored 40 computers that were given to students participating in the program
- Instructed students on the fundamental of programming which resulted in students creating over 5 scratch games, 7 python programs with RPi and 5 python programs with Robotics
- Conducted regular meetings and supervised 6 undergraduates to administrate physical computing workshops in a timely manner

EDUCATION

Edmond, OK	**University of Central Oklahoma**	**Fall 2019**

- B.S. in Computer Science with Minor in Mathematics. In-Major GPA:3.70

TECHNICAL EXPERIENCE

Projects

- **Self-Checkout System** (2019). Internet of Things project that allowed multiple users to check in and out multiple products managing each users' database. Python, Firebase, NFC Card
- **Ransomware** (2018). A detailed documentation and technical implementation on history to the patch management of Ransomware. Virtual Environment, Sandbox
- **Pied Piper** (2017). A simulation of web content management system allowing users to authenticate and purchase musical instruments online. Node.js, HTML, Bootstrap, MongoDB

Languages and Technologies

- Python, Java, SQL, PHP, Node.js, React.js, AWS, C++, C#, .NET, Linux, Visual Studio, XCode, Unity, SPSS, VR, Oculus Rift, NetBeans, Qualtrics