

EDUCATION

Columbus, OH	The Ohio State University	2016 – 2019
<ul style="list-style-type: none">B.S. in Computer Science and Engineering with Minor in Business.Concentration: Software Engineering and Artificial Intelligence		GPA: 3.4 (AU17)

EXPERIENCE

Student Assistant - ODEE	The Ohio State University	Dec 2017 - Present
<ul style="list-style-type: none">Provide customer service and incident support in about 300 classrooms and computer labs by assisting faculty, staff and students.Troubleshoot computing devices, assist with software maintenance, basic network troubleshooting, such as wireless setup and TCP/IP configuration.		

Full Stack Web Developer	S&M Infosoftware LLC	Aug 2017 – Present
<ul style="list-style-type: none">Create and deploy dynamic and static websites using HTML, CSS, WordPress, PHP.Implemented user authentication and subscription based payment gateway using Laravel, PayPal/Stripe REST API, that has 100+ subscribers, and growing.		

Website Manager		Feb 2013 – Aug 2016
<ul style="list-style-type: none">Performed content writing, SEO, graphic editing in Photoshop, and data scraping through a python script.Worked closely with web developers in testing the web applications under development.Configured FTP, Hosting, DNS through shared hosting control panel, of more than 10 domains.		

Social Media Rep	Electronics Club – OSU	Jan 2017 – Present
<ul style="list-style-type: none">Plan out and organize MakeOHI/O, HackOH/O - yearly Ohio State University's Hackathons with more than 800 participants, and over 30 sponsors.Update and maintain club's social media pages and help promoting the club.		

Event Planning Team	OHI/O Informal Learning Program	Aug 2017 – Present
<ul style="list-style-type: none">Supervised the hardware team, and collaborated with other student leaders for HackOHI/O 2017.Co-lead sponsorship team for MakeOHI/O 2018, raised twice the funds of previous year.		

TECHNICAL EXPERIENCE

Projects

- Nightmare Mario** (2017). Designed and developed the classic Mario game, with a nightmare mode gameplay, in a team of four. Reduced initial memory usage of 70% to 30%. Agile SCRUM, C#, Mono-game/XNA framework, Design Patterns, Git, Data Structures, Test Driven Development
- OSU Facility Search** (2016). HackOHI/O 2016 project, which lets user register, and post services/ facilities that are provided in the Ohio State University, and can then be searched for. User's credentials are encrypted in the database. PHP, MySQL, CSS, HTML, Git
- Advance Energy Vehicle** (2017). Acted as the lead programmer in a team of four. Achieved the least energy consumption in the entire class. Qualified to represent the class at the expo, and ranked amongst first 20 with more than 80 teams participating. Arduino, Matlab, Solid Works
- GUI Calculator** (2016). Programmed a standard GUI calculator. Java, MVC Design Pattern, Swing Framework
- Tag Cloud Generator** (2017). Generates cloud with 100 most used words in a file. Passed all extensive test cases while unit testing. Java, Collections Framework, HTML/CSS, SVN
- Bookstore Inventory System** (2018). Console application that stores and processes data to manage inventory with basic sales track feature. Data Structures, Pointers, Unix, C

ADDITIONAL COURSES AND SKILLS

- Online Courses:** Machine Learning (10%), Docker (10%), RedHat Linux (55%), freeCodeCamp (300+ hours)
- Academic Coursework:** Operating Systems, Artificial Intelligence, Computer Networking, Data Structures & Algorithms, Automata, Software Engineering, Database, Calculus, Business
- Proficient:** Java; Python; C; HTML; CSS; Linux; Agile Development; Git; Laravel; SQL
- Familiar:** PHP; C++; C#; JavaScript; Matlab; Docker; X86 Assembly; MERN stack