

SOFTWARE ENGINEER

Chicago, IL USA

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Summary .

I'm currently an embedded software engineer at Motorola Solutions writing software for encryption products. I'm passionate about building, tinkering and making things better.

Work Experience _____

Accenture Chicago, Illinois

SOFTWARE ARTISAN

Apr 2021 - Present

· Software Developer Specialist in the Global Technology Market working on end to end projects.

Motorola Solutions Chicago, Illinois

SOFTWARE ENGINEER II

Jan 2018 - Apr 2021

- Implemented testing framework using IP Stack and TCP/UDP Protocols.
- Developed encryption software and security-related features for multiple embedded products.
- Implemented cross-platform applications for a variety of different host architectures.
- Integrated legacy code base with modern continuous integration and deployment tools.

Education

University of Illinois Urbana-Champaign

Urbana-Champaign, Illinois

M.S IN COMPUTER SCIENCE

2019 - Present

• Relevant Courses: Distributed Systems (Cloud Computing), Parallel Programming, Theory and Practice of Data Cleaning and Text Information Systems.

Northern Illinois University

Dekalb, Illinois

B.S IN COMPUTER SCIENCE

2015 - 2017

- · Distinction: Cum Laude
- Relevant Courses: Data Structures, Algorithms, UNIX, Networking, Databases, iOS Mobile Programming, Assembler Mainframe, Java, Operating Systems, Computer Architecture and Systems

Extracurriculars

Schaumburg Motorola Hackathon

Schaumburg, Illinois Jan. 2019 - Apr. 2019

TECHNICAL ENABLEMENT LEAD

- Led a team to setup required technical infrastructure for hackathon, hosting approximately 100 participants.
- · Team enabled participants to use GitLab, GitHub, Cloud Instances alongside proprietary Motorola hardware.

Google Extension Google Chrome Store

MINIMALIST

Feb. 2019 - Present

- I developed and maintain a minimal note taking application for Google Chrome.
- · Available for download in the Google Chrome Store.

iOS Application Northern Illinois University

UniBoard

Dec. 2016 - Feb. 2018

- I developed a social media iOS application that allowed university students to sign up and communicate publicly through posts and images.
- · Firebase was used for the back-end and data store to allow users to comment and like other user's posts.

Skills_

- Languages: C, C++, Python, Java, Swift, Javascript and Scripting(Shell, PS1, Batch)
- Tools: Git, Docker, GDB, ARM debugger, Clearcase, Jenkins, Docker, Artifactory, Conan, CMake, and Azure
 - **Platforms (Cross Platform Dev):** Windows, Linux, ARM, RHEL, and Motorola Proprietary Hardware **Higher Level:** Experience working with I2C, UART, USB and SPI interfaces while working on a variety of
- different processors such as ARM, PowerPC, and Proprietary. I am highly interested in the growing field of embedded automation.