

Professional Experience (Selected)

Software Engineer — IBM / 01-27-20 — Present

- Designed and developed **Angular** reporting tools and DevOps processes that proved to minimize bottlenecks in our client's international supply chain delivery schedule.
- Facilitated customization of systems by encouraging agile development team to adopt emerging standards, like **Java**, **Spring MVC**, **git flow**, and **Test Driven Development**, resulting in a 15% decrease in defects.
- Architecting **Angular** predictive maintenance application to support next generation logistical maintenance for the US ARMY, resulting in vehicle maintenance schedules being reduced by 200%.

Computer Scientist — Missile Defense / 07-22-19 — 12-20-19

- Implemented a dynamic reporting tool to drive better Interface Control Document (ICD) and requirement decisions which reduced manual labor lookup by 100%.
- Independently optimized the database design of the Nation's Battle Communications' database providing an improved normalized relational mapping.

Data Engineering Intern — Suplari / 02-05-19 — 05-04-19

- Substituted generic SSH login credentials with **AWS IAM** user system and **Terraform** to provide verbose logging & increase efficiency internally.
- Devised 15 master **PostgreSQL** queries, resulting in a set of packages customers can choose from to determine industry valued insights.

Data Scientist Intern — Honeywell / 06-25-18 — 08-31-18

- Delivered a labor visualization dashboard utilizing **R** and **Tableau** that easily identified \$2.2M in opportunity where the Honeywell team can eliminate unnecessary spend.
- Designed and developed a new **Android** application that supports high-volume self-service traffic representing \$500K in annual operational savings.

Mixed Reality Intern — HITLabNZ / 04-23-18 — 06-22-18

- Successfully launched a **mixed reality** mobile tour guide solution that attracted hundreds of Product Design Students.
- Designed and developed software pipelines involving **Android**, **iOS**, and **Head-Mount Display Devices**.

Data Scientist Intern — Suplari / 05-15-17 — 08-18-17

- Leveraged tools like **Python**, **Scikit-learn**, **Pandas**, **Elastic-Search** in conjunction with machine learning algorithms to improve vendor normalization algorithm.
- Developed 8 mathematical models to predict whether given domain is directory or website, impacting master supplier mappings across several customers.
- Reduced Sales Analyst workload by 90% by developing a multi-classification solution on datasets ranging from 50K to 1.5M rows.

Junior Developer Intern — DevHub / 05-15-16 — 08-26-16

- Fueled additional revenue stream through responsive customer support, generating \$30k in new license sales.
- Designed and implemented dynamic repository web zone across all customers powered by the **Zendesk API**, **Python**, **Django**, and **MySQL**,

Demonstrated Skills

AWS, Python, Java, Git, Bash, Flask, Android, HTML, JavaScript, TypeScript, C, C++, C#, Django, SciKit-Learn, Angular, React, Laravel, Node.JS, Unity, MySQL, SQLite3, MongoDB, Spring MVC, Oracle, Bamboo, Docker, Go.

Project Experience (Selected)

OutBox — 2020 (Not Published)

Role: Architect, Software Engineer

- A Google inspired email service made in **Go** and **React**.

MagusVR — 2019 (<http://bit.ly/MagusVR>)

Role: Project Lead, Software Engineer

- Crafted a Virtual Reality game in **Unity** and **C#** to play a role as a magician, but with a twist of utilizing only physical hand gestures.

UpCrate — 2018 (<http://bit.ly/UpCrate>)

Role: Project Lead, Software Engineer

- Deployed and developed a **Laravel** web app to demonstrate **SQLite3** integration of a file-sharing schema among multiple users onto an **AWS EC2**.

Reality Stocks — 2018 (<http://bit.ly/Reality-Stocks>)

Role: Project Lead, Software Engineer

- Designed a **React** web app to allow hand gestures to navigate through financial stocks using the Leap Motion Hardware SDK.

AITAR — 2017 (<http://bit.ly/ait-ar>)

Role: Project Lead, Android Software Developer

- Used Vuforia AR SDK, **Firebase**, Fragments, **OpenGL** to superimpose a health bar onto our world to play attack the player using **Android**.

Role: Project Lead, Software Engineer **Packaged Life — 2017** (Non-Disclosure Agreement)

Role: Chief Technology Officer

- Integrated a mass email mechanism into **Python-Flask** ecosystem using AWS technologies, such as: **EC2**, **Elastic Beanstalk**, **Route53**, **DynamoDB**, **S3**, **Lambda**, **SES** into product backbone to scale 500+ users.

Education

University of Puget Sound (Tacoma, WA, USA)

B.S. in **Computer Science**

May 2019

Awards & Honors

- National Department of Defense SMART Scholarship
- Horatio Alger Scholarship
- Washington State Opportunity Scholarship
- Benjamin A. Gilman International Scholarship