

Professional Experience (Selected)

Software Engineer — IBM / 01-27-20 — Present Cognitive & Analytics Software Engineer

- 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 software engineering team to adopt emerging standards for software application development architecture and tools, resulting in a 15% decrease in defects.

Computer Scientist — Missile Defense / 07-22-19 — 12-20-19 Cleared Software Guru in Defense & Space

- 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 C2BMC requirements database providing an improved normalized relational mapping from requirements to interfaces.

Data Engineering Intern — Suplari / 02-05-19 — 05-04-19 Architecting Custom Insights as a Package

- Substituted generic SSH login credentials with AWS IAM user system to provide verbose logging & increase efficiency internally.
- Developed Predictive insights that leverage AI technologies to find predictive information about a company's financial statements.

Data Scientist Intern — Honeywell / 06-25-18 — 08-31-18 Design & Analysis of the Aerospace E-Commerce Platform

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

Mixed Reality Intern — HITLabNZ / 04-23-18 — 06-22-18 Superimposition object prototyping in the real-world

- Successfully launched prototyped V1 of a mixed reality mobile tour guide solution to attract hundreds of prospective Product Design Students.
- Designed and developed software pipelines involving Android, iOS, and Head-Mount Display Devices.

Data Scientist Intern I — Suplari / 05-15-17 — 08-18-17 Stealth Startup classification problem solver

- Combined both natural language processing and machine learning algorithms to design and improve previous 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 Engineering A Private-Label Web Platform Experience

- Fueled additional revenue stream through responsive customer support, generating \$30k in new license sales.
- Designed and implemented dynamic repository web zone across all private labels using Zendesk API.

Demonstrated Skills

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

Project Experience (Selected)

OutBox — 2020 (Not Published)

Role: Architect, Software Engineer

Next Generation Email Service

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

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

Role: Project Lead, Software Engineer

Fantasy Role-Playing Virtual Reality Game

- Crafted a Virtual Reality game 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

Laravel File-Sharing Web Application Hosted On AWS EC2

- Deployed and developed a Laravel web app to demonstrate database 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

Financial Stock Navigation Using Only Hand Gestures

- 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

Augmented Reality Fantasy Multiplayer Android Game

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

Packaged Life — 2017 (Non-Disclosure Agreement)

Role: Chief Technology Officer

Educational Email Prototyping Solution

- Integrated AWS solutions into Python-Flask ecosystem, such as: EC2, Elastic Beanstalk, Route53, DynamoDB, S3, Lambda, SES into product backbone to attempt 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

Certificates

- AWS Developer (On-Track: 11/2020)