

EDUCATION

GEORGIA STATE UNIVERSITY (GSU), Atlanta, GA

August 2019 – August 2021

B.Sc. in Computer Science, Software Engineering, GPA: 3.88

Summa Cum Laude | Distinction in Major

- Honors: President's List, Dean's List
- Related coursework: Algorithms and Designs, Data Structure, Mobile App Development, Operating Systems, Programming Language Concepts, Software Engineering, System-Level Programming, Web Development.

ST. JOHN'S UNIVERSITY (SJU), New York City, NY

August 2014 – May 2016

B.A. in Philosophy, Existentialism and Phenomenology

Magna Cum Laude

- Honors: Dean's List.
- Related coursework: Data Structure, Logic.

PROJECTS

Happy Shopy | GSU

June – July 2021

- Developed an online shopping app for mobile and web applications using Dart, Flutter Framework, Stripe Payment API, a Firebase NoSQL database for managing user information, purchases, and transaction details via Firebase API.

Baby Buddy | GSU

February – April 2021

- Developed an android application to help prevent such events that parents forget their babies in their cars for extended period of time using Java, an accelerometer sensor of a mobile device, and a Firebase NoSQL database for managing user information and tracking information via Firebase API.
- Led the development of the app using Agile (Scrum) methodology via Zenhub.
- Set deadlines for each part of the app to ensure the on-time delivery of the project.
- Facilitated weekly meetings to resolve issues and keep everyone up to date with the development timeline.
- Worked collaboratively with two scrum masters to analyze and resolve roadblocks.
- Reviewed and committed codes contributed by team members to GitHub.

SuperCool-Rental | GSU

April – May 2021

- Developed a web application offering rental and parking services in Linux environment using HTML, CSS, JavaScript on the frontend, a PHP backend, and a Firebase NoSQL database for managing user information and purchases via Firebase API.
- Led the development of the app using Agile (Scrum) methodology via Zenhub.
- Analyzed project's requirements and proposed the app's overall structure and functionalities.
- Worked collaboratively with UI/UX designers to integrate functionalities without hindering the app's performance.
- Reviewed and debugged codes contributed by team members.

Student Database Management System | GSU

March – April 2020

- Developed a student database management solution for managing and storing students' personal information and grades in Linux environment using C language.

SKILLS

- **Language (entry-level):** Assembly, C/C++, CSS, Dart, Haskell, HTML, Java, JavaScript, PHP.
- **Mobile App Dev (entry-level):** Dart, Flutter.
- **Methodology:** Agile, Scrum, Spring.
- **Database:** AWS, Firebase.
- **Networking:** LAN, DNS, VPN, Firewall, OpenWRT
- **Tools:** Git, Regex, VMWare, VirtualBox.