

ABOUT **Data driven Software Engineer, University Grad with 3 years of experience** in software design, writing code, web applications & interfaces, data structures, frontend & backend product design, APIs, report interfaces, data feeds & user testing. I am a results-oriented problem solver with a bias for action who thrives in fast - moving, large scale, highly complex technical environments where I can build new features & improve existing products to make immediate impact to both business & customers. My passion is working on highly impactful technical challenges & designing elegant solutions to help the world be more open & connected. A curious self-starter, I constantly seek to hone my expertise in software & hardware so I can influence product decisions to build the next generation of applications.

HISTORY **SOFTWARE ENGINEERING INTERN** June 2019 - Sept 2019

Ondas Networks *OWNERSHIP OF DECISIONS, WRITING & TESTING SOFTWARE, SHIP CODE QUICKLY*

- **Owned end to end testing & improvement of QA process of hardware products (radios)** before shipping to customers, including set up, problem-solving, writing & testing software, investigating data structures & algorithms, software design & creating an easy, modular set of scripts that could ship quickly & be replicated to **make testing faster & easier for cross functional teams, with high satisfaction rates from management**
- **Automated the QA process by developing code & scripts in Expect and Tcl** that tested & configured the patented Software Defined Radios (SDR) platform, the BS5000 & Cobalt network radio, **cutting testing time from a week to mere hours (over 80% time reduction) & improving the reporting process, configuration & data speeds, leading to increased management satisfaction**
- **In order to improve existing products, I deployed new FreeRadius & Foglamp services to create a secure process for customer radio setup & network authentication. I proactively problem solved to find a solution by leveraging customer insights, working collaboratively with engineering teams & management & taking initiative to update documentation & write script that was scaled to 2 cross functional teams, resulting in increased customer satisfaction rates & security across 2K clients**

SOFTWARE ENGINEERING PROJECTS 2017 - 2019

UC SANTA CRUZ *APP & WEBSITE DESIGN + DEVELOPMENT, FRONTEND & BACKEND ARCHITECTURE*

- **In order to develop my engineering skills & prepare myself to tackle a variety of full-stack, infrastructure & software challenges, I created Alexa & Android/iOS web applications & fully coded websites that received very high notes (A grades) & positive feedback from professors & students for design & functionality**
- **As a SCRUM team lead, I defined & led agile end-to-end product development & rapid prototyping of an Android & iOS app in Flutter framework** that uses Google Firebase, Google Vision API, machine learning & AI to create virtual outfits for users. I used Figma to design the app & oversaw product roadmap, data analysis, coding, development, Travis CI unit testing, implementation & post implementation phases, using **consistent communications to ensure seamless delivery of projects & tasks from my team, completing 100% of all projects on time**
- **In order to drive product decisions, I conducted user testing & collected feedback, using A/B testing to prioritize features & influence UI/UX design including screen specs, UI optimization & buttons, resulting in high rates of customer satisfaction regarding ease of use & design from the class & professor**
- **I built & designed a fully functioning food delivery website hosted on Amazon AWS to meet the needs of students living on campus.** I used Javascript, HTML, CSS & Beautiful Soup to create a clean UI, Stripe API to create a secure checkout process & incorporated code to design responsive dashboards & menu options that generated different report interfaces & data feeds based on user needs. To find the information to build the reporting dashboards, I **proactively researched & located the data on my own to develop a high quality, well- tested solution that had a high likeability + adoption rate among students**

EDU **UNIVERSITY OF CALIFORNIA, SANTA CRUZ** Santa Cruz, CA 2016 - 2020

BS Computer Science

Syracuse University 2021 - Expected June 2022

Masters of Science Computer Science

SKILLS Python | JavaScript | Java | SQL (PostgreSQL) | C, C++ | HTML | CSS | Linux | Windows | Expect | Travis CI | Git | Unix | Docker | CS Theory | Amazon AWS, S3, EC2 | Flutter | Beautiful Soup | Dart | Apache Spark | MapReduce | Hbase | HDFS | Hadoop