

Education

Taylor University

Expected Graduation: May 2028

Bachelor of Science in Computer Science, Minor: Cybersecurity & Data Science

Skills

- Technical:** Python, C++, Node.js, HTML, CSS, Java, JavaScript, Git, Github, Bash Scripting, FastAPI, React, Tailwind CSS, Lua, C, SQL, Linux, Cloud Deployment, NumPy, Hypothesis Testing, RAG Architecture

Experience

Field First Technician, Taylor University, Upland, IN

March 2025-Present

- Deliver technical support to all students, faculty and lecturers on campus resolving hardware, software and network issues, improving user satisfaction
- Resolve user tickets using Team Dynamix and resolving user issues over the phone.
- Configure and ensure smooth deployment of laptops and workstations for use across campus

Peer Tutor, Taylor University, Upland, IN

February 2025-Present

- Provide one-on-one tutoring in core courses like **Statistics, Introduction to Computational Solving with Python, Music Theory and Calculus** resulting in students improving their grades and enhancing understanding in these courses.

STEM Tutor, NexGen Educational Hub, Ghana

April – August 2024

- Instructed 100+ students between the ages 6 to 15 on how to build and program robots with Lego EV3 and Scratch
- Created weekly interactive robotics challenges to boost children’s problem-solving skills, and to enhance creativity, confidence in STEM and to inspire a passion for technology in general

Projects

NBA Win Probability Prediction ML Model – [See Project](#)

December 2025

- Developed and evaluated a logistic regression classifier to estimate NBA win probabilities using the 2025/26 data, achieving **95% prediction accuracy and 94% recall**
- Engineered rolling performance features; points score, points allowed, point differential, home/away, and applied **statistical hypothesis testing(t-tests)** to quantify performance difference across opponent matchups

UniCore – [Github](#)

- Developed a modern full-stack website using React, Typescript, Vite, FastAPI, and SQLite to help Taylor University students solve issues of finding roommates for every new academic year, post prayer requests anonymously and post lost items for other students to claim if it’s theirs.

AI Battleship Player – [Github](#)

- Developed an intelligent game agent which had an 80% win rate with C++ using a probabilistic targeting system to play Battleship against other players instead of using a random strategy

Programs & Activities

- AI4ALL Ignite Program
  - CodePath Fellow
  - ColorStack Fellow
- September - December 2025  
Present  
Present