

Education	University of Nevada, Las Vegas <i>Aug 2018 - Present</i> <ul style="list-style-type: none"><li>- Computer science major   GPA: 4.0</li><li>- Engineering Sophomore of the Year</li></ul>	
Work Experience	<b>Intellimind</b> <i>Apr 2019 - Present</i> <i>Software Developer Intern</i> <ul style="list-style-type: none"><li>- Created and updated responsive web apps that graph financial data used by top Paris fashion companies</li><li>- Developing an algorithm that collects data and builds dynamic, self-updating infrastructures for it</li><li>- Building an in-house Privileged Access Management system to replace previous commercial software</li></ul>	
	<b>SEDS</b> (Students for the Exploration and Development of Space) <i>Sep 2018 - Present</i> <i>Payload and Avionics Programmer</i> <ul style="list-style-type: none"><li>- Used C-based languages to develop autonomous and redundant payload deployment and rocket recovery systems</li><li>- Built payload habitat to withstand flight conditions and automatically inflate upon impact with the ground</li><li>- Assisted in the creation of flight-critical circuits, including nichrome wire release mechanism</li></ul>	
	<b>CodeCentral</b> <i>May 2018 - Apr 2019</i> <i>Computer Science Instructor</i> <ul style="list-style-type: none"><li>- Taught students HTML/CSS web development, programming in Javascript, robotics with Arduino, and game development in GameMaker Studio</li><li>- Helped develop thorough project-based Python and Arduino curriculums for 20-50 advanced students</li></ul>	
Personal Projects	Frame <a href="http://www.frame.co.com">www.frame.co.com</a> <ul style="list-style-type: none"><li>- Developed website builder algorithm that generates HTML/CSS code based on user's choices</li><li>- Featured in local news program and won best original website award at school level</li></ul> "3D Audio" Converter <ul style="list-style-type: none"><li>- Built recursive Python application to turn any song into a concert experience</li><li>- Performed data manipulation on sound waveforms in real-time</li></ul> Telemetry Visualizer <ul style="list-style-type: none"><li>- Built application to visualize data collected by sensors during rocket launch for UNLV's rocketry team</li><li>- Developing hardware to transmit data wirelessly for real-time analysis</li></ul> Graduate Admissions Data Analysis <ul style="list-style-type: none"><li>- Predicted students' chance at graduate school admission using statistical modeling</li><li>- Formatted, visualized, and analyzed data in Python to find significant trends</li></ul> Artificial Neural Net Visualizer <ul style="list-style-type: none"><li>- Built hardware to visualize two neural networks on a life-size 7-segment display</li><li>- Transmitted web data through serial port, bridging a p5.js application and Arduino hardware</li></ul>	
Skills and Technologies	<ul style="list-style-type: none"><li>- C / C++ proficient</li><li>- Arduino proficient</li><li>- Applied Math/Physics</li><li>- Python proficient</li><li>- Data Analytics</li><li>- Bilingual in Russian</li></ul>	