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<u>MyWebsite</u>

SOFTWARE ENGINEER

I am a Computer Science graduate from George Mason University. My goal is to become a full stack software engineer. I enjoy all sorts of coding, from web development, to AI/ML, to embedded programming. I am a technology enthusiast and enjoy writing about different use cases for open source technologies.

EDUCATION B.S. COMPUTER SCIENCE GEORGE MASON UNIVERSITY

Volgenau School of Engineering, 2018-2020

- CS-321 (Software Engineering) Developed a cross platform application using ReactNative for the front end and NodeJS for the back end. deployed on Google cloud and used Firebase as a NoSQL database
- **SWE-432 (Web-App Development)** Developed a full stack application using ReactJS for the front end NodeJS for the back end and deployed it using AWS Serverless Amplify with a Firebase database
- CS-310 (Data Structures and Algorithms) and CS 483 (Algorithm Design)
 Implemented several projects involving fundamental algorithms and data structures in computer science. Created a Dijkstra's Algorithm visualizer using Java
- CS-480 (Artificial Intelligence) and MATH-446(Numerical Analysis)
 Implemented numerous projects ranging from data regression analysis to
 Al-driven autonomous agents using Jupyter, Scikit-Learn, and MATLAB

• **WillBlogs** - Created a full stack blogging website using the MERN web stack following a Routes and Controller architecture with ExpressJS

- Covid-19 Data Model Forecast deaths and infection transmissions using logistic regression in Jupyter notebook
- Dijkstra's visualizer Visualize the shortest path algorithm in Java Swing
- MasonEats Developed a cross platform mobile application using ReactNative, google cloud, and firebase. Following a MVC architecture

Front End

- Design UI prototypes in Figma to develop front end HTML/CSS
- Built responsive client side web applications using Angular, ReactJS, and ReactNative frameworks

Back End

- Developed server infrastructure in Node.js, Java-Servlets, and C#/.NET
- Connecting back end frameworks to databases such as MongoDB, Firebase, and Oracle DB

Architecture and Workflow

- Developed several projects in small teams following SCRUM and Agile methodologies implementing CI/CD patterns
- Designed and implemented architectures such as Modal View Controller and Event Driven to various software applications

Network

- Developed web-sockets and RESTful API's
- Deploy secure requests and network protocols on several applications

PERSONAL PROJECTS

SKILL STACK



EXPERIENCE

CoderKids Inc. (January 2020 - current)

- Teach fundamental Python, Java, and Scratch to students utilizing Minecraft modding and other educational tools
- Teach embedded programming utilizing arduino in C/C++