

EDUCATION

University of Michigan, Ann Arbor, MI

April 2020

Bachelor of Science in Engineering in Computer Science, Minor in Mathematics.

GPA: 3.91

Courses: EECS 281: Data Structures and Algorithms, EECS 376: Foundations of CS, EECS 482: Operating Systems, EECS 442: Computer Vision, MATH 217: Linear Algebra, MATH 412: Abstract Algebra.

Thomas Jefferson High School for Science and Technology, Alexandria, VA

June 2016

WORK EXPERIENCE

Indeed, Inc., Austin, TX.

Software Engineer Intern — Chaos Engineering

May-Aug 2018

- Independently developed and tested an application to automatically conduct surveys to collect data from internal users of the Chaos team's tools to determine how to improve them.
- Deployed the application so it could read events from and survey users across the entire company.
- Contributed to a modernization of the team's code base by adding automatic style checks, more robust integration testing, and interactive API documentation in the form of a web app.

Northrop Grumman Corporation, McLean, VA.

Software Developer Intern — COTS Product Group

June-Aug 2017

- Created a comprehensive technical and business plan for integrating the company's business process management software, e.POWER, with cutting-edge blockchain and distributed ledger technologies.
- Made major contributions to founding a blockchain research database accessible across the company.

Solebrity, Inc., Ashburn, VA.

Front-end iOS Development Intern

July-Aug 2016; July-Aug 2015

- Wrote and debugged Swift and Objective-C code to develop key front-end components and implement core functionality of a shopping social-media iOS application now available on the App Store.

EXTRACURRICULAR ACTIVITIES

WolverineSoft (game development organization),

Sept 2016-Present

University of Michigan. Webmaster, April 2017-present.

Member of Eta Kappa Nu (HKN), Beta-Epsilon Chapter.

Dec 2017-Present

PROJECTS

- ZONE
 - ▶ Individually developed C# code, 3D models, audio, and level design in Unity for a single player PC game about exploring various dimensions and solving puzzles to retrieve a powerful treasure.

SKILLS

Programming: C++, C, Java, Python, Go, C#, Swift, HTML/CSS, JavaScript, PHP, Objective-C.

Software: MATLAB, IntelliJ, Xcode, Android Studio, Unity, Blender.