

EDUCATION

University of Michigan, Ann Arbor, MI

May 2020

Bachelor of Science in Engineering in Computer Science.

GPA: 3.897

Courses: EECS 442: Computer Vision, EECS 445: Machine Learning, EECS 281: Data Structures and Algorithms, EECS 494 Video Game Design & Development, EECS 482: OS, MATH 217: Linear Algebra.

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

June 2016

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.

ACTIVITIES

Wolverine Soft (game development organization),

Sept 2016-Present

University of Michigan. Officer, April 2017-present. Roles: Historian, Webmaster, Treasurer.

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

Dec 2017-Present

PROJECTS

- "Equinox: Security Breach"
 - ▶ Designed, developed code, and made art assets for a 2v2 asymmetric stealth-action shooter video game in Unity made on a team of four over the course of two months as a final project for EECS 494.

SKILLS

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

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