

## Education

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University of Rhode Island - Kingston, Rhode Island - May 2026  
Bachelor of Science in Computer Science, Minor in Data Science

## Technical Skills

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C++, C, Python, JavaScript, R, Go, Dart, Flutter, FlutterFlow, Git, GitHub, Bash, Jupyter, HTML, CSS, Flask, Firebase, Figma, Google Workspace, Microsoft Office Suite, Agile Development, Scrum

## Experience

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Software Developer Intern  
OpenQQuantify, Falls Church, VA  
Jan 2026 - Present  
-Media Platform Development using HTML, CSS, Python, and Flask  
-Software Development and Engineering with AI/ML tasks

## Academic Projects

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### Journey Pro App

*CSC 305 - Software Engineering*

- Collaboratively developed a full-stack travel app that streamlines trip planning with features like expense tracking, activity management, and currency conversion
- Followed Scrum Agile methodology with weekly sprints and project management using GitHub Projects (Kanban)
- Designed and implemented a responsive, user-friendly UI/UX using Figma, Flutter/Dart, and FlutterFlow
- Integrated Firebase backend services for real-time data, authentication, UI testing, and analytics tracking (DAU, NPS, CTR, retention)
- Integrated Google Maps API for geolocation and location-based trip planning
- Authored detailed developer documents in GitHub Wiki and published user-facing documentation website

### Point-of-Sale System Enhancement Project

*CSC 212 - Data Structures and Algorithms*

- Developed a C++ based POS system with features for employee scheduling and inventory tracking, tailored for retail and warehouse environments
- Implemented core data structures: Interval Trees to detect overlapping employee shifts, Bucket Sort to rank employees by total hours worked, and Treaps to store item stock quantities with quick access to highest-stock items
- Collaborated using Ed Workspace for version control, task tracking, and documentation

### Airline Flight Data Analysis Program

*CSC 110 - Survey of Computer Science*

- Developed a Python program that reads and analyzes airline flight data from a CSV file, allowing users to interactively search, filter, and analyze information
- Implemented data parsing, time conversion, and file I/O for data processing and CSV output

### Piano Tiles

*CSC 106 - Joy of Programming*

- Collaboratively developed an interactive Piano Tiles game using JavaScript (ProcessingJS) with responsive gameplay mechanics
- Implemented intuitive UI elements and real-time score tracking across multiple custom difficulty levels

## Certificates & Training

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Generative AI Training - NRIVA (2026)  
AWS Cloud Practitioner (In Progress)  
AWS AI Practitioner (In Progress)

## Relevant Coursework

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Software Engineering, Data Structures and Algorithms, Operating Systems and Networks, Computer Organization, Design and Analysis of Algorithms, Applied Combinatorics, Computer Systems and Programming Tools, Programming for Data Science, Fundamentals of Programming Languages, Computer Programming, Calculus I, Calculus II, Introduction to Linear Algebra, Mathematical Tools for Computing