

Education

University of Delaware | Computer Science B.A., Interactive Media Minor, Honors College 2021-2024
• Awards: Dean's List, Trustee Scholarship **GPA: 3.97**

Technical Skills

- Python, Java, TypeScript, JavaScript, HTML, CSS, Angular, React, Bootstrap, C, C++, Firebase, SQL, Azure, Jira, Agile Methodology, Chrome Extensions, Git, JSON, Adobe Suite, Blender, Microsoft Office, Power BI

Work Experience

Sensify Lab Undergraduate Research - WebSense Project 2023-present

- Study Human-Computer Interaction based on user browsing history and mental health survey
- UX/UI Design for Chrome Extension
- Use JavaScript and Firebase to run Chrome Extension that collects browsing data to run through pipeline

HenHacks Hackathon Administrator and Head Coordinator 2023-present

- Organize Delaware's largest hackathon with 200+ participants
- Lead event operations with 40+ staff members and plan staff tasks
- Facilitate communications with event sponsors and vendors

CISC 108 Honors Head Teaching Assistant 2023-present

- Design elevated honors lesson plans for introductory Python Computer Science course
- Oversee 4 undergraduate Teaching Assistants
- Facilitate office hours to provide additional assistance to students

University of Delaware Computing Promotions Squad (CPUs) 2022-present

- Promote department-wide inclusivity and encourage community building
- Organize community events for UD's Computer & Information Sciences department
- Lead and coordinate student tour groups and information sessions for prospective students

Technology Intern - M&T Tech June 2023-August 2023

- Analyze data from multiple databases through SQL and DAX queries via Microsoft Azure DS and Power BI
- Develop interactive, visual, and analytical reports through Power BI for business clients
- Collaborate with team of Software Engineers and Product Owners daily by following Agile Methodology
- Design web application using Angular/TypeScript and Bootstrap framework to display report dashboards
- Pitched and presented "Interactive Business Reporting with PowerBI" project at M&T expo, placing 3rd
- Organized and successfully hosted Wilmington Intern Check-In event

Delaware INBRE Scholar/ Jungck Research Lab June 2022-December 2022

- Present "Accessible 3D Visualization for Education" research project in 2022 symposium
- Worked with multiple forms of digital technology (CAVE 3D projectors, VR headsets)
- Created VR visuals using Blender animation program & YouTube metadata injector

Projects

Polyhedra Nets Display (Python)

- Project focused on reading information from a database with 86,000+ JSON files
- Generates various displays of polyhedra nets (Folding nets, Shlegel diagrams, convex hulls) and calculations (center of mass, radius of gyration, vertex connections)
- Used for research on self-assembly of viral capsids in University of Delaware, University of New Hampshire

Film Feed (React, TypeScript)

- Interactive web application made with React, TypeScript for users to browse movies and create watch lists
- Forms for users to post reviews and interact with movie details
- Multiple forms of user access permissions that alter user abilities within site