

## Work Experience

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| <b>Software Engineer Intern</b>   | <b>Basis Technologies</b>  | <b>2021-Present</b> |
| <ul style="list-style-type: none"><li>• Worked on multilingual natural language processing software for names matching between languages and scripts.<ul style="list-style-type: none"><li>○ Developed in <b>Java</b> to add functionality to the Rosette for Names product, a commercial SDK.</li><li>○ Improved name matching scores generated via Hidden Markov Models and additional layers of adjustments.</li><li>○ Built, tested, and released new versions of Basis products using <b>Jenkins</b> and internal build/testing tools.</li><li>○ Contributed documentation for internal onboarding, setup, release, build, and testing processes.</li></ul></li></ul>  |                            |                     |
| <b>Full-Stack Developer</b>   | <b>CORBAL Distribution</b> | <b>2018-2021</b>    |
| <ul style="list-style-type: none"><li>• Led a small team of three developers to create an analytics, accounting, and submissions dashboard used to manage royalty payments of 30000 USD per month and music catalogs with over 300 million cumulative streams.<ul style="list-style-type: none"><li>○ Used <b>C#</b> with <b>ASP.NET</b> to build the backend for the dashboard, including authentication and royalty accounting.</li><li>○ Designed and implemented from scratch a <b>SQL Server</b> database to store user, product, and payment data.</li><li>○ Used <b>Bootstrap</b> to design and create the frontend UI, including charts and analytics with <b>charts.js</b>.</li></ul></li><li>• Created custom internal software for scraping musicians and artist data, used for partner recruitment.</li></ul> |                            |                     |

## Technologies & Skills

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C#, Java, SQL, HTML & CSS, Python, JavaScript, ASP.NET (MVC Core, Web API, Web Forms), Entity Framework, Bootstrap

## Projects

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- Led a team of four to design, develop, and prototype an IoT moisture sensor and associated dashboard designed to improve urban forestry outcomes. The dashboard used **Bootstrap** and **ASP.NET Core** and provided an interface for an **Azure IoT Hub** backend. This project received a buy-in from the Office of the City Arborist at the City of San José and won the first-place prize at the 2021 Microsoft US Azure IoT Hack for Sustainability.
- Created a real time web-based instant messaging client powered by **SignalR Core** and **ASP.NET Identity Core**.
- Developed an unofficial TikTok analytics API that provided access to public-facing user data and statistics.
- Designed and developed animation software that includes drag-and-drop resizable shapes, timelines, layers, keyframes, a built-in player, and export to SVG using **Java**, **Swing**, and MVC object-oriented development principles.
- Recreated the classic Atari arcade game Centipede using **Java** and functional design principles.
- Developed a **Python** data analytics program to visualize the association between COVID-19 cases/deaths and socioeconomic status, using county median income levels and NYT's COVID-19 tracker dataset.

## Hackathons

- Delivered projects at Microsoft Azure IoT Hack for Sustainability, HopHacks, HackBeanpot, and Cisco StrengthHacks.
- First place national prize-winner for Microsoft Azure IoT Hack for Sustainability, top five projects and "Most Likely to Make Money" award at HackBeanpot.

## Education

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<b>Northeastern University</b>	<b>Boston, MA</b>	<b>2019-2023</b>
<i>Junior, Khoury College of Computer Sciences – 3.77/4.00 GPA</i>		
Bachelor of Science in Computer Science & Business, Minor in Electrical Engineering		