

EXPERIENCE

Software Developer Intern

May 2021 - Present

Country Financial

- Reduced the processing time of data validation and creation of change tickets through Python automation by 100 hours per year (Soap API, pyodbc, Docker)
- Configured continuous delivery and integration pipeline in GitLab to develop a software that sends daily emails to the business team about faulty claims, saving 55 hours per year (Hadoop, DevOps)
- Built a Microsoft Teams bot that fixes 90% of the wellness related issues, as reported by 10 employees (Power Virtual Agents)

Business Intelligence Intern

May 2020 - May 2021

National Marrow Donor Program, Be the Match

- Managed data about patients and transplants by querying and creating tables in an Oracle database (SQL)
- Facilitated the assessment of over 150 transplant centers by creating reports containing charts and calculated values (average, count, percentage) in OBIEE
- Reduced the time spent on monitoring Covid-19 reinfections by 85% by automating the generation of Excel files (VBA)
- Helped patients and medical staff find information about representatives and addresses of all transplant centers by implementing a search page (SQL, OBIEE)

Student Researcher

Jan 2020 - May 2020

MotionLab, Department of Computer Science, University of Minnesota

- Quantified visual attention by computing a percentage of focus in order to determine if there is a correlation between the visual attention and surgeons' level of experience (Python: NumPy, Matplotlib, Pandas)
- Determined with a confidence of 95% that a surgeon is focused if their pupils' velocity is under 3 pixel/s and acceleration under 500 pixel/s², using R
- Established that the surgeons' level of visual attention increases with experience

Teaching Assistant

Sep 2019 - May 2020

Discrete Structures, Department of Computer Science, University of Minnesota

- Led discussion sessions of 30 students and hosted office hours using leadership and communication skills
- Collaborated efficiently in a team of teaching assistants to proctor and grade exams

PROJECTS

Voting Aggregation System (Waterfall VS Agile)

Spring 2021

- Wrote the Software Design Description to build a software that calculates the results of different types of elections (Waterfall, UML Diagrams, Flow Charts, Sequence Diagrams)
- Developed and tested the application (Java, JUnit), then added new features (Agile)

Time Management App (Prototyping, Android Studio)

Spring 2021

- Generated 5 implications for design by running a formative study on 12 people
- Implemented a low fidelity prototype and designed the app in Android Studio (Java)
- Improved the app based on the user feedback, then quantitatively and qualitatively analyzed it through user testing

Bus Event Simulation (Priority Queues and Interfaces in Java)

Fall 2019

- Scheduled events in an agenda represented as a priority queue to simulate busses itinerary
- Experimented with different numbers of regular/express buses to compute the wait and service times for riders
- Minimized resources by determining the ideal number of buses for peak and off-peak periods

EDUCATION

University of Minnesota Twins Cities

BS **Computer Science**

3.75/4.0 GPA  May 2022

TECHNICAL SKILLS

Tools & Technologies

Python • HTML • CI/CD • JUnit
Java • CSS • Docker • Mockito
C • Django • Git • Linux
C++ • JavaScript • Android Studio
SQL • OBIEE • R • API

Relevant Coursework

Undergraduate: Probability & Statistics, Algorithms & Data Structures, Program Design & Development
Graduate: UI Design, Software Engineering, Animation & Planning in Games

AWARDS

- 3rd Place in Case Study Competition (Country Financial)
- Dean's List (Five semesters)
- College of Science and Engineering Scholarship (Spring 2021)
- Maximillian Lando Scholarship (Fall 2020)
- Gold Global Excellence Scholarship (University admission)
- Undergraduate Research Scholarship (University admission)

LEADERSHIP

Technical Director

Fall 2021

Google Developer Student Club,
University of Minnesota