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EDUCATION

- **Northeastern University** *Jan 2024 - May 2026*
  Master's in Computer Science Portland, Maine, United States
  - **Relevant Coursework:** Programming Design Paradigm, Data Structures and Algorithm, Machine Learning, Web Development
- **Texas Tech University** *Aug 2018 - May 2022*
  Bachelor's in Computer Science Lubbock, Texas, United States
  - **Relevant Coursework:** Human-Computer Interaction, Software Engineering I, Object-Oriented Programming, Concepts Of Programming Languages, Computer Architecture, Design/Analysis Of Algorithms

EXPERIENCE

- **Northeastern University [🌐]** *Aug 2024 - Present*
  Proctor / Multimedia Support Technician Portland, Maine
  - Facilitating faculty by managing classroom technology, focusing on delivering course content to engage learners.
  - Providing Python coding support to learners within and outside of the classroom.
- **Fredie Mac [🌐]** *Jun 2023 - Nov 2023*
  Software Development Engineer Virginia, United States
  - Developed automated test scripts to improve code quality and reliability increasing efficiency by at least 15%.
  - Conducted API testing for RESTful services using automated scripts to validate functionality, reliability, and performance.

PROJECTS

- **Maze-godot: [Comparative Analysis Of Pathfinding Algorithms]** *March-2024*
  Tools: Godot Engine 4.x and C# [GitHub]
  - Developed using Godot engine for finding the most optimal path-finding algorithm.
  - Implemented a 2D maze game and evaluated BFS, Dijkstra's, and **A*** algorithms for pathfinding.
  - Created a Custom component for optimized performance to highlight that **A*** is the most efficient algorithm
- **Jingle: [Music Application with Recomendation System for the Users]** *July 2024*
  Tools: [SP, Servlets, HTML, CSS, JavaScript, Python, Flask] [GitHub]
  - Developed a dynamic music app using Web Technoligies mimicking Spotify.
  - Implemented the music recommendation feature using collaborative filtering increasing user engagement with the application by at least 70%.
- **Credit-Card Fraud Detection: [Detection of fraudulent Credit-Card transactions]** *Jun 2024*
  Tools: [Pandas, NumPy, Scikit-learn, Matplotlib, Jupyter notebook] [GitHub]
  - Took a sample 492 data from the legit transactions and used Logistic Regression ML algorithm to predict whether a transaction is legit or fraud.
  - The Accuracy of this algorithm is 92.89% We can increase the accuracy of the algorithm by using the Synthetic Minority Oversampling (SMOTE).
- **Housequest: [Better ways to find housing in a certain location]** *April 2024*
  Tools: [JSP, HTML, CSS, JavaScript,MySQL] [GitHub]
  - Developed a house quest application to find the nearest housing option with greater efficacy using different Algorithm's.
  - Implementation based on the selected location using Dijkstra's algorithm proved to work well for this project.

SKILLS

- **Programming Languages:** Python, JavaScript, TypeScript, Java, C++, C, C#, Ruby
- **Web Technologies:** HTML, CSS, Tailwind CSS, React, Node.js, Flask, Django, Springboot, Ruby on Rails
- **Database Systems:** MySQL, PostgreSQL, MongoDB
- **Data Science & Machine Learning:** Pandas, NumPy, Scikit-learn, TensorFlow, Keras, Matplotlib, Apache Spark
- **Cloud Technologies:** AWS, Azure, GCP
- **DevOps & Version Control:** Docker, Kubernetes, Jenkins, Git, GitHub
- **Specialized Tools:** Google Workspace, Google Colab, Microsoft Suits, Apache Kafka, Smartsheets, Nearpod
- **Mathematical & Statistical Tools:** MATLAB, SciPy, R
- **Other Tools & Technologies:** Visual Studio Code, JIRA, Slack, Postman, Figma, Jupyter notebook
- **Research Skills:** Data Analysis, Qualitative Research, Experimental Design