

Education:

University of Minnesota – Twin Cities, College of Science & Engineering
Bachelor of Science in **Computer Science**

Minneapolis, MN
Fall 2025

Focus on Human-Centered Computing + Software Engineering and Data Systems.

Relevant Coursework:

Software Engineering I, Developing the Interactive Web, User Interface Design, Prototyping, and Evaluation, Practice of Database Systems, Architecture & Implementation of Database Management Systems, Program Design & Development, Operating Systems, Algorithms & Data Structures, Social, Legal, & Ethical Issues in Computing

Professional Experience:

U.S. Bank, Minneapolis, MN
Software Engineering Intern

June – August 2024

- Developed a full-stack user feedback application for the Database Automation Team's new website using .NET Core, Blazor/Razor, C#, MVC, and SQL Server. Ensured seamless data flow between the front-end interface and backend database, enhancing user engagement and feedback collection efficiency.
- Designed and implemented a dynamic KPI Dashboard for real-time insights into Server/Application/Database metrics, improving data visualization and decision-making.
- Optimized database queries and enhanced UI/UX design, improving performance and user satisfaction with internal tools. Used Visual Studio, GitLab, and followed best practices for version control.

Google, Mountain View, CA
STEP Intern

May – August 2023

- Engineered a backend system in Java for an internal reporting framework demo app, improving data processing and enhancing performance.
- Architected a scalable database schema, optimizing API data organization and retrieval, which accelerated feature deployment and backend processes.
- Refactored and optimized API query logic, and integrated unit tests, improving data accuracy and system reliability.
- Drove the full SDLC of the demo app, from technical documentation to testing and successful deployment, working closely with cross-functional teams.

Google Computer Science Summer Institute, Remote
Participant

July – August 2022

- Participated in a 4-week intensive computer science summer program for high-achieving students.
- Completed an introductory project-based HTML/CSS and JavaScript curriculum taught by Google Engineers.
- Configured 12 individual coding projects in JavaScript by using concepts such as variables, data types, and functions.
- Attended product design, resume development, and software engineering interview workshops.
- Delivered a collaborative final project presentation that included a live demonstration to Google employees and community leaders.

University of Minnesota College of Science & Engineering, Minneapolis, MN
IT Infrastructure Specialist

May – September 2022

- Developed production-ready code to enhance and maintain university IT infrastructure using Puppet, vSphere, and Linux, reducing system downtime.
 - Managed code reviews and pull requests in GitHub, collaborating in Agile environments to ensure high-quality deliverables.
 - Automated monitoring and management of physical and virtual machines, improving operational efficiency.
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Skills

Programming Languages: C, C++, C#, Java, JavaScript, TypeScript, Python, SQL, OCaml

Web Dev: HTML5/CSS3, React.js, Ember.js, Node.js, Flask, .NET Core, UI/UX Design, Render, Auth0, Git

Database: PostgreSQL, Firebase, Microsoft SQL Server, Oracle DB