

**Objective**

To secure a challenging opportunity where I can utilize my skills to help an organization advance its productivity and reputation.

**Education**

- Master’s of Science, Software Engineering, Rochester Institute of Technology, Rochester, NY
  - GPA: 3.75 / 4.00
  - Anticipated Graduation May 2021
  - Academic Scholarship
- Bachelor’s of Science, Computer and Information Sciences, Niagara University, Niagara Falls, NY
  - Graduated May 2018
  - GPA: 3.34 / 4.00
  - Dean’s List, Fall 2014, Fall 2015, Spring 2016, Fall 2017 Spring 2018
  - Academic Scholarship

**Relevant Course Work**

- Mobile Applications I and II
- Computer Forensics I and II
- Foundations of Algorithms
- Process Engineering
- Visual Programming I and II
- Engineering Accessible Software
- Software Architecture
- Networking
- Computer Hardware
- Engineering Self Adaptive Software Systems
- Web Design
- Mobile Gaming
- Systems Analysis
- Data Management
- Software Modeling
- Information Security
- Computer Science AP
- Calculus
- Discrete Mathematics
- Software Construction

**Technical Skills**

- Python
- Java
- SQL
- JavaScript
- XML
- HTML 5
- CSS
- PHP
- Visual Basic
- Excel Spreadsheet Design
- Access Database Design
- Forensic Toolkit (FTK)

**Work Experience**

- Software Developer Intern, Architecture Technology, Ithaca, NY, Developed new features and exercises for a network security training web application using JavaScript, Python and PHP, June 2019 to December 2019

**Projects**

- SupplyFinder – A web application developed with Django Python web framework. SupplyFinder scrapes eBay for pandemic related items and ranks them base on quality and price.
- UNDERSEA Autonomous Controller – Developed a controller for unmanned underwater vehicles (UUV) using the UNDERSEA project developed at University of York. The controller changes the speed and sensor configuration of the UUV to optimize performance and power consumption. It utilizes the MAPE-K control loop and was developed in Java.
- Brick Breaker Application – A brick breaker game developed in Java for android devices.
- Place Project – A canvas application that allows clients to connect to a threaded server and change the color of elements on the canvas in real-time. It was developed in Java and Java FX.

**Volunteer Experience**

- Tech Connect Candidate, M&T Bank, Buffalo NY, Accepted as a Tech Intern. Due to the pandemic the internship was canceled. Tech Connect was a program for the interns to stay engaged with M&T Bank. It consisted of various coding challenges, tech talks, and an application development contest. June 2020 to August 2020.
- Information Technology Volunteer, Lollypop Farm Humane Society, 99 Victor Road, Fairport, NY 14450, May 2015 to September 2015, Configured workstations and input data

**Conferences**

- Conference Presentation: Understanding Digital and Crypto Currency, *2016 Conference - Business Research Consortium of Western New York*, Niagara University, NY, with H. Tribunella and T. Tribunella.