
EMPLOYMENT

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| Software Engineer | JPMorgan Chase & Co. | July 2017 – present |
| <ul style="list-style-type: none">• Involved in development of near zero-code rapid development framework that provides a dynamic collaborative data-driven workflow, and decision management system for goal oriented business processes based on Akka and Scala.• Built the publisher/subscriber model based on Akka actor systems and clustering.• Built the Akka persistence model to automatically preserve internal state of actors.• Built Machine Learning model to predict HR employee attrition using IBM's dataset with TensorFlow.• Built multiclass classification and prediction model to classify a loan application request as approved, rejected, or late based on Lending Club's dataset with Keras. | | |
| Software Engineer, Intern | The City University of New York | June 2015 – July 2017 |
| CUNYfirst MyInfo Mobile | | |
| <ul style="list-style-type: none">• Developed an official iOS and Android application which allows CUNY students to find key information about their semester including class schedules, class textbooks, grades, and financial aid.• Implemented using DOM parsing with JavaScript functions within respective mobile browser.• Screen scraping student data prevented the need for a web service between the mobile device and CUNY's database; thus, acting as an API while mimicking speed as the web application and saving server costs. | | |

EDUCATION

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| Brooklyn, NY | Brooklyn College | Fall 2012 – May 2016 |
| <ul style="list-style-type: none">• B.S in Computer Science; GPA: 3.4• Relevant Courses: Advanced Programming Techniques, Data Structures, Design and Implementation, Programming Languages, Object-Oriented Programming (OOP), Computer Architecture | | |

TECHNICAL EXPERIENCE

Projects

- **MeFirst** (July 2014 - present). Independently developed first ever iOS and Android application for CUNY students which enables convenient viewing of academic records. Reached over 1000 downloads within first week of release. Interviewed and featured in Kingsman Newspaper at Brooklyn College. Objective-C, Java
- **Harvard Baby** (November 2015). Built an iOS application at the hackathon "HackHarvard" that allows parents to aid their baby's development of cognitive abilities through visual, hearing, and reaction tasks. Swift
- **TuneRoom** (March 2015). Built an iOS application prototype at hackathon "hackNY" that allows multiple users to listen to music simultaneously from their device music library. Implemented database and server using Parse framework. Objective-C
- **Pigeon Tap** (October 2014). iOS game resembling Flappy Bird; developed using Sprite Kit Framework. Utilized open-source sprites for characters and background. Objective-C
- **Shark Tap** (June 2014 – July 2014). iOS game developed using Sprite Kit Framework. Player must tap near sharks as their speed increases throughout gameplay. Objective-C
- **POiNG** (February 2014 – May 2014). Developed a collaborative Pong-like game using processing development environment. Java

AWARDS

- Upsilon Pi Epsilon Honor Society for the Computing Science; Dean's List

Languages and Technologies

- Objective-C; Swift; C++; Java; JavaScript; Python; Scala/Akka
- Xcode; Interface Builder; Android Studio; Eclipse; Vim
- TensorFlow; Keras