Experience

The Vanguard Group Software Developer

- Develop a Microservice that utilizes OpenText TeamsSite Content Management to enable application developers build their application independent from the content being provided to the users.
- Leveraged CI/CD with Atlassian Bamboo/Bitbucket
- RESTful Microservices was built on Spring Boot Framework
- Utilized Pivotal Cloud Foundry for deploying the Spring Application.
- Leveraged Pivotal Gemfire to cache and improve performance of the Microservices
- Conducted & coordinated internal performance testing

Booz Allen Hamilton Software Developer Intern

- Worked on the Baltimore Open Data project, where my team and I developed a data analytics engine that rapidly provides meaningful insights and visualizations for a variety of structured and unstructured geospatial data sets to help people in cities be more cognizant of their surroundings.
- Built the iPhone application in Swift
- Used Twilio API to enable SMS functionality
- Google Maps API for visual representation of tweets
- Ruby on Rails for Web Application
- Android SDK development for Android app

Septa: Southeastern Pennsylvania Transportation Authority Developer Intern

- Built a content management system for the HR department to track employee tuition forms and the allocated reimbursement to each employee.
- Responsible for customer service at SEPTA: if an employee had questions about their reimbursement, the questions would be directed to me.
- Focused on fundamental CRUD application using PHP & Mysql

Calorie Burner Founder/Developer

- Developed a Health & Fitness application in the early stages of the Windows Phone Market
- $\bullet\,$ Built using XML, Mysql, and C#
- Had over 3,000 downloads on the market
- Responsible for taking customer feedback & incorporating suggested features

Hackathon projects

- HackTCNJ 2014: #MyTeam Sports team dashboard where sports fans can check team rosters, schedules, available tickets, news and social media comments all on one page.
- HackPrinceton 2014: MotionArcade Reinventing all the classic arcade games such as Snake, Pacman, Falling down, and the helicopter game to be more interactive using the leap motion hardware device.
- Bitcamp 2014: StarGazer Identify the constellations in the night sky using the Oculus Rift and the windows phone as the camera
- VTHacks 2016: OcuTurret Drone with kinect with 360 capability attachment where the Oculus Rift projected what was observed by the kinect. Recognized by Microsoft for the Most Innovative Hack Award.

Education

Bachelor of Science, Computer Engineering The Pennsylvania State University September 2012–August 2015

July 2016–present