

Summary

Languages: Python, C++, JavaScript, HTML/CSS, Java, C#, Swift

Tools & Frameworks: Git, React.js, PyTorch, TensorFlow, Unity, CMake, AWS, Node.js

Education

University of Iowa, 3.9/4.0 GPA

Iowa City, IA

BACHELOR OF COMPUTER SCIENCE AND ENGINEERING (B.S.E)

Aug. 2021 - May 2025 (expected)

- **Coursework:** Algorithms, Data Structures, Software Design, Applied ML, Generative AI Tools, Virtual & Augmented Reality
- **Extracurriculars:** Association for Computing Machinery, Google Developer Student Club, UIowa Hyperloop

Experience

Apple

San Diego, CA

SOFTWARE ENGINEER INTERN

May 2024 - Present

- Developed [redacted] for [redacted] products
- Implemented [redacted] and managed [redacted]

Holo Reality Lab

Iowa City, IA

RESEARCH ASSISTANT

Dec. 2023 - Present

- Actively developing an Apple Vision Pro application to achieve accurate and realistic 3D video communication
- Explored the use of neural networks to learn an optimized RGB-D encoding, compressing file sizes by **57%**

John Deere

Moline, IL

SOFTWARE ENGINEER INTERN

May 2023 - Aug. 2023

- Wrote production code for an internally used application using React.js and Java impacting **20k+** monthly users
- Implemented API endpoints and managed MongoDB collections to efficiently store and retrieve user preferences
- Developed unit & integration tests using Docker, Jest, and Puppeteer to prevent bugs from entering production

University of Iowa

Iowa City, IA

TEACHING ASSISTANT

Aug. 2022 - Present

- Delivered a range of teaching and assessment activities, including tutorials directed toward learning C++
- Held office hours to assist **170+** students debug code and understand advanced programming concepts
- Coordinated with professors to contribute to the development and enhancement of the curriculum

UIowa Hyperloop

Iowa City, IA

SYSTEMS TEAM

Jan. 2023 - Present

- Contributed to the design of C++ software for a pod to compete in the annual SpaceX hyperloop competition
- Researched and implemented components that assisted in the pod's wireless control

BioNeos

Coralville, IA

SOFTWARE DEVELOPMENT INTERN

May 2022 - Aug. 2022

- Built an IoT dashboard application displaying soil moisture data using embedded C++ and JavaScript
- Designed a relational database using SQLite to efficiently store and manage data acquired from microcontrollers
- Built new routes in an Express RESTful API to handle HTTP requests, allowing for streamlined data transfer

Technical Projects

FarmVision

QUEST 2, PYTHON, C#, UNITY

- Developed a **Virtual Reality** agricultural data visualizer by utilizing John Deere Precision Ag APIs
- Implemented an algorithm to process PNG files, extruding 3D geometry to model various field data measurements
- Awarded **Best Data Collection Hack** by UIOWA Business Analytics at HackUIowa 2023

LeetGPT

REACT, OPENAI GPT, JAVASCRIPT, BOOTSTRAP

- Developed a chrome extension tool that provides LeetCode users with real time solutions to coding problems
- Leveraged OpenAI's ChatGPT Language Model API for generative solutions
- Added functionality enabling users to create additional custom prompts for seamless interaction with the API