EXPERIENCE

Full-Stack Engineering: Freelance Web Developer (Jan 2021 - Present)

- Designed, developed, and maintained highly-responsive websites using HTML, CSS, ReactJS, NodeJS, MongoDB, and Adobe Creative Suite.
- Collaborated with clients to understand their business needs and deliver customized solutions that improved their online presence and productivity.
- Implemented SEO best practices, building long-lasting client relationships resulting in referrals.

Full-Stack Engineering: Digital Currency Street Journal (Jun 2022 - Sep 2022)

- Launched DSCJ.org, a real-time cryptocurrency and blockchain journal with trend analysis.
- Designed user-friendly interface using HTML, CSS, and JavaScript.
- Researched, monitored, and managed DSCJ.org to optimize user experience.

Full-Stack Engineering: Rye (January 2023 - April 2023)

- Developed responsive, user-friendly, and stand-alone web applications using cutting-edge technologies such as **React, Node.js, HTML, and REST API.**
- Demonstrated ability to write efficient and maintainable code while following best practices in engineering.
- Proactively identified and resolved challenges to ensure timely delivery of projects while maintaining quality.

Back-End and Database Engineering: Cypher: Password Manager (Jan 2022 - May 2022)

- Led a team of four in designing and developing a secure password manager web application.
- Utilized HTML, CSS, JavaScript frameworks and PostgreSQL to build a robust and reliable platform.
- Empowered users to store and manage their passwords in a secure and encrypted manner.
- Implemented strict access control to ensure that only authorized users could access the platform.

Front-End Engineering: UBLends (Jan 2022 - May 2022)

- Collaborated with a team of four to develop an online marketplace for the University at Buffalo, providing a platform for the community to buy, sell, and rent products without middlemen interference.
- Demonstrated proficiency in front-end design and development by utilizing **ReactJS**, **HTML**, **and CSS to build a responsive and user-friendly interface** for the platform.
- Successfully delivered the project within the specified time frame to increase convenience for the community.

Hardware and Software Integration: Frontline.AI (Nov 2021 - Dec 2021)

- Won 1st Place in University at Buffalo's yearly Hackathon (2021) out of hundreds of teams.
- Constructed a mask vending machine with a team of three, utilizing **OpenCV**, **MIT App Inventor and Arduino**.
- Developed the vending machine to serve people entering grocery stores without masks during the pandemic.

EDUCATION	SKILLS
B.S IN COMPUTER SCIENCE	PROGRAMMING LANGUAGES: C C++ Java Python HTML
(University at Buffalo, Buffalo, NY)	CSS JavaScript(NodeJS/ReactJS) Swift PHP IOS Solidity Bash
December 2022	TOOLS AND TECHNOLOGIES: SQL / MONGO-DB REST APIS /
ASSOCIATE DEGREE IN COMPUTER SCIENCE	Figma / Adobe Photoshop JUnit / CUnit / GCOV / GPROF
(De Anza College, Cupertino, CA)	Software Testing and Validation MIT App Inventor GitHub
	AGILE - ZenHub Arduino OpenCV Alchemy, MetaMask

CERTIFICATIONS: UDEMY: <u>Web Development Bootcamp</u> **|| UDEMY:** <u>Master the C Language</u>