

EDUCATION

University at Buffalo
B.S. Computer science
Minor in Cybersecurity

Buffalo, NY

Expected 2027

WORK EXPERIENCE

Mobile Development Engineer Intern, Excellus Blue Cross, Blue Shield (Rochester, NY)

June 2026 – August 2026

- Developed production-level features using Kotlin and Jetpack Compose for a healthcare application serving thousands of users.
- Worked within an Agile/Scrum environment participating in sprint planning, standups, retrospectives, and backlog refinement.
- Implemented new features and resolved software bugs by completing Product Backlog Items (PBIs) across multiple Agile sprints.
- Collaborated with senior software engineers during code reviews and feature implementation.

CSE 427 (Systems Security) Undergraduate Teaching Assistant, University at Buffalo School of Engineering and Applied Sciences. (2026-2027 Academic Year)

- Designed and maintained hands-on cybersecurity laboratories focused on system exploitation, operating system security, privilege escalation, and defensive security techniques.
- Developed adversary programs and security challenges used in controlled lab environments to simulate real-world attack scenarios and reinforce secure coding practices.
- Helped students analyze software vulnerabilities, penetration testing methodologies, system hardening, log analysis, and exploit mitigation techniques.

CSE 115-116 (Intro to Computer Science I-II) Undergraduate Teaching Assistant, University at Buffalo School of Engineering and Applied Sciences. (2024-2026 Academic Year)

- Assisted students during laboratory sessions and office hours, reinforcing programming fundamentals, object-oriented programming, debugging techniques, and algorithmic problem-solving.
- Collaborated with professors and other teaching assistants to support course instruction.
- Guided students through Python and Java programming concepts, including variables, control flow, functions, classes, inheritance, and object-oriented design.

TECHNICAL SKILLS

- Languages: Java, Kotlin, Python, TypeScript, JavaScript, Lua
- Frameworks & Technologies: Jetpack Compose, Android SDK, MVVM, REST APIs
- Tools: Git, Android Studio, VS Code, Azure DevOps, Jira, Confluence, Microsoft Office

COMPUTER SCIENCE PROJECTS

- **Triloka Eternal** – Multiplayer MUD game developed in Node.js and TypeScript featuring AI-driven NPC systems, Discord bot integration, and event-driven server architecture.
- **A Byte To Eat** – Developed a web application that allows users to discover restaurants within a specified location and radius, enabling friends and family to vote collaboratively on where to eat.
- **Livestock Epidemic Tracker** – Using PHP and React along with SQL made a website that can allow users to report livestock epidemics and see recent news on agriculture and diseases all in one place.