

OBJECTIVE

Aspiring front-end developer seeking a summer internship to apply and expand my skills in web development. Currently a computer science student at SUNY Oneonta, I am eager to contribute to dynamic projects and gain hands-on experience in creating visually appealing and responsive user interfaces.

EDUCATION

The State University of New York (SUNY), at Oneonta

B.S. in Computer Science (Applied Computing), May 2025

GPA: 3.59

Honors: Dean's List Fall 2022, Dean's List Spring 2023, Dean's List Fall 2023

Organizations: Computer Programmers United

Relevant Coursework: Data Structures, Software Design and Development, Internet Programming, Artificial Intelligence, Computer Networking, Operating Systems, Relational Databases, Organ of Programming Languages

SKILLS

Programming Tools: Visual Studio Code, Terminal, ChatGPT, GitHub, Google Cloud

Languages: C, C++, JavaScript, HTML, CSS, Python, SQL

Certifications: CS50x Completion Certificate – Harvard University

PROJECT EXPERIENCE

Stock Tracker – Student, Personal project, Remote

December 2023 – January 2024

- Developed a responsive Stock Tracker web application using HTML, CSS, and JavaScript, enabling users to input, track, and remove stocks.
- Integrated Polygon API for fetching real-time stock data, enhancing application accuracy.
- Implemented a clean and friendly user interface, prioritizing user experience and adherence to UI/UX practices.
- Resolved challenges related to asynchronous API calls, ensuring seamless data updates and error handling.

The Snake Game - Student, CS50x, Harvard University, Remote

July 2023 – August 2023

- Developed a fully functional Snake game using HTML, CSS, and JavaScript based on the retro arcade game.
- Designed an interactive grid-based environment with real time dynamic rendering of the snake's interactions.
- Implemented player controls with directional movement, a live counter for food collection, created a dynamic collision detection system which handles collisions with the game boundaries, the snake's own body and food.
- Used programming logic, event handling and DOM manipulation to achieve a responsive game.

SUNY Snacks - Student, Software Design and Development, SUNY Oneonta, NY

January 2023 – May 2023

- Designed and developed a web application for students at SUNY Oneonta to rate and review their on-campus dining experience. The application was built using HTML, CSS, and JavaScript.
- Worked closely with team members to brainstorm a rich feature set, design the application architecture, and create a visually aesthetic user interface using UX/UI industry standards.
- Demonstrated strong problem-solving skills by promptly identifying and resolving technical challenges during the development process, ensuring a smooth user interaction flow.
- Presented the final project to the professor and other classmates showcasing the applications features, design decisions, and development process.
- Gained valuable experience with the agile project management methodology, collaboration in a four-member team, effective communication, and time management skills to meet project milestones.