

EMPLOYMENT

Instructor	iCode	Feb 2023-Present
<ul style="list-style-type: none">Designed and taught a project-based course in Front-end development using html, CSS, bootstrap and PythonImproved student engagement through the implementation of interactive coding exercises.		
Software Engineer	WhoFi	Aug 2019-Aug 2022
<ul style="list-style-type: none">Programmed Disconnect Email Alerts for 200 library locations, delivering targeted notifications to patrons during open hours, resulting in a 20% increase in operational efficiency using PHP, HTML, CSS and Javascript.Developed innovative UI solutions to view customer foot traffic analytics, resulting in optimized scheduling of store hours & a 7% increase in sales using PHP, HTML, CSS and Javascript.Developed plugins for Aruba SNMP V3, DHCP and Ruckus SmartCell Insights to collect data from 40+ branches, contributing to a 17% increase in data accuracy using C#, .NET and Microsoft Azure.Created complex SQL queries to extract data from large databases and generate reports for businessDesigned and implemented complex SQL Server databases for various applications, including data modeling, schema design, and indexing strategies.Analyzed presence analytics data to create & deliver over 150 on-demand/scheduled reports utilizing SQL & charts.Developed fully functional Android and iOS diagnostic tools, reducing initial setup time by 50% using Java, Kotlin and Swift.		
Research Assistant	University of Central Oklahoma	Fall 2015 – Fall 2019
Primary Investigator, <i>Code Okie: One Line at a Time</i> <ul style="list-style-type: none">Orchestrated a 20-person Women: Code Okie network which focused on developing insights, strategies and initiatives connecting female students in CS.Coordinated over 30 introductory & intermediate computer science workshops for 150+ high & middle school students from rural areas, minorities, and females to boost interest in the fieldDeveloped 10+ lesson plans in Python focusing on Raspberry Pi, Robotics, and Scratch to introduce coding fundamentals, sparking interest among students.Presented findings at multiple national and state conferences, achieving a 95% approval rate from attendees.		
Multimedia Specialist	Center for eLearning and Connected Environment	Aug 2016 – Sept 2019
<ul style="list-style-type: none">Engineered 3D and VR environment interactive game using Unity technology to promote scientific problem solving, yielding an 80% increase in student engagement using C#.Integrated high-end video equipment such as digital cameras, lighting fixtures and microphones to streamline production of virtual reality videos.Worked with video equipment and related hardware such as digital video cameras, lighting equipment, microphone, virtual reality and mixed reality setup for on and off locationIntegrated with 10+ writers, designers, and UCO professors to deploy successful Content Management System platform & 4 engaging online courses.		
Google IgniteCS, Team Leader	Google	Sep 2017-2018
<ul style="list-style-type: none">Facilitated comprehensive Google IgniteCS training program to 150+ students and successfully achieved certification of over 75% of students in less than 3 months.Proctored 40 computers that were given to students participating in the programInstructed students on the fundamental of programming which resulted in students creating over 5 scratch games, 7 python programs with RPi and 5 python programs with RoboticsConducted regular meetings and supervised 6 undergraduates to administrate physical computing workshops in a timely manner		
EDUCATION		
Edmond, OK	University of Central Oklahoma	Fall 2019
<ul style="list-style-type: none">B.S. in Computer Science with Minor in Mathematics. In-Major GPA:3.78		
TECHNICAL EXPERIENCE		
Languages and Technologies		
<ul style="list-style-type: none">Python, Java, SQL, PHP, Node.js, React.js, AWS, C++, C#, .NET, Linux, Visual Studio, XCode, Unity, SPSS, VR, Oculus Rift, NetBeans, Qualtrics		