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SUMMARY

Highly motivated Python/Java/Javascript professional seeking a challenging position in software development technologies.

- An enriched IT experience specializing in analysis, design, and development of Web based applications using **Python, Java, and JavaScript** languages.
- Familiar with Design Patterns like **MVC** (Model-View-Controller) Architecture.
- Well vexed in Object-Oriented Programming (OOPs) and Data Structures.
- Proven ability to analyze problems, root causes, and develop innovative solutions to business challenges and streamline operations.
- Strong interpersonal, team skills and possess excellent verbal and written communication skills.

TECHNICAL SKILLS

Languages	Python, Java, JavaScript, Swift, Ruby
Markup	HTML5, CSS3, jQuery
Databases	MySQL, Oracle, Heroku
Framework	Flask, Django, Bootstrap
IDE	Visual Studio Code, XCode, Atom, RStudio
OS	Apple macOS, Microsoft Windows, Linux

PROJECTS

Project: Web Apps (Fruit Store, Survey Form & Number's Game) Jan 2020-Present
Responsibilities:

- Designed a server with Flask from scratch and added routes.
- Requested the client to send data to the server via a form.
- Used the server to render a template using data provided by the client.
- Redirected the http request to another url.
- Posted and passed information via a form, and referenced static css/images
- Initialized, modified, and cleared client's history using session and validated client's input before using it or adding it to the database.

Environment: Python, Flask, Django, CSS3, HTML5, SQL, Jinja, OAuth

Project: Web Games & Clickable Prototypes**Jan 2019 - Dec 2019****Responsibilities:**

- Created a version of a Pacman game that keeps track of the score in relation to what the Pacman eats.
- Built and Airplane game using Javascript and HTML.
- Developed multiple clickable prototypes such as a personal portfolio, the Python website, a JavaScript Basics website, a food menu and more.

Environment: Javascript, JQuery, CSS3, HTML5, Bootstrap**Project: Multiple Apps (Weather App & XyloPhone App)****Jan 2018 - Dec 2018****Responsibilities:**

- Built public web-based APIs to fetch data and parse data organized in JSON format.
- Made networking calls, incorporated Core Location by utilizing the iPhone's inbuilt GPS.
- Used CocoaPods to manage open-source code libraries, pass data and navigate between View Controllers using Segues.
- Played sound using AVFoundation and AVAudioPlayer.
- Passed data between View Controllers, and used tags in Interface Builder.
- Applied error handling using try and catch.
- Implemented MVC pattern for app development.

Environment: Swift, MVC, CocoaPods, JSON, API**EDUCATION****UNIVERSITY OF MARYLAND***B.Sc. Computer Science (Dec 2022)***CERTIFICATIONS**

- Responsive Website Basics: Code with HTML, CSS, and JavaScript (Coursera)
- Network Cabling Specialist for the Introduction to Network Cabling Fiber Optic-Based Systems and Copper-Based Systems Curriculum