Columbus, Ga

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Education

Columbus, Ga **Columbus State University** **Anticipated Graduation: Fall 2026**

- Bachelor of Science in **Computer Science - Software Systems**
- **Relevant courses:** Computer Organization; Discrete Mathematics; Computer Networks; Security Information; Algorithms; Software Engineering; Object Oriented Design; Programming Languages;
  - **Honors:** President's List, Spring 2025

Languages and Technologies

- **Languages:** Java, Python, C++, C, C#, Ruby, Prolog, VB (Visual Basic), HTML, CSS, SQLite, Kotlin
- **Technologies/Environments:** Windows, Linux, Visual Studio, Git/GitHub
- **Certifications:** MTA in Introduction to Programming using HTML and CSS
- **Soft Skills:** Leadership; Time Management; Adaptability; Team Coordination within small development groups

Projects

Transcriptive AI (2025-2026):
Built a full-stack medical transcription enhancement tool using PyTorch, Python, and the MTSamples dataset. Developed custom NLP pipelines for specialty classification, entity extraction (diagnoses, medications, procedures), and error detection to improve transcription accuracy. Designed and evaluated multiple transformer-based architectures (such as BERT and RoBERTa variants) with custom classifier heads. Implemented a functional VB.NET desktop prototype with a clinician-focused UI that generates structured notes across medical specialties.

Linkedin WebScraper (2025):
A C# application that integrates with the Unipile API to search LinkedIn for employees at companies matching specified keywords. It performs company and people searches, paginates through results using cursors, and retrieves individual profile data such as current role, company, and available contact information. The program processes API responses by serializing and deserializing JSON into strongly typed models. Retrieved data is filtered based on keyword relevance and the presence of contact details. The final results are exported to a CSV file for further use.

SimpleEnglish (2025):
Developed a custom programming language that translates natural English–style commands into executable behavior, using ANTLR to generate lexers and parsers. Designed grammar rules supporting variables, expressions, conditionals, loops, and function definitions. Built a full interpreter pipeline, including AST generation, semantic analysis, and runtime execution, demonstrating core compiler construction principles in a beginner-friendly language.

Offbrand Backrooms (2024):
Built a modular survival-horror game prototype using C# and a custom engine framework. Applied architectural design patterns, including Factory (dynamic room generation), Singleton (global game state), Observer (event triggers), and Strategy (AI behavior), to build scalable gameplay systems. Emphasized clean abstraction, maintainability, and extensibility rather than basic gameplay features.

Work Experience

Software Developer (Consulting)

2025 – Present

- Worked alongside a software developer on paid client projects, including a LinkedIn automation and data extraction tool.
- Contributed to application logic for automating LinkedIn workflows and organizing profile and connection data.
- Debugged issues, refined features, and improved reliability based on real client requirements.
- Worked with production code while applying clean coding practices and problem solving skills.