

Education

Yale University – Astronomy B.A. & Programming Certificate

August 2017 – May 2021

Relevant Courses: Software Engineering, Data Structures and Programming Techniques, Object-Oriented Programming, Computer Music: Sound Representation and Synthesis, Introduction to Information Systems, Introduction to Programming, Research Methods in Astrophysics, Calculus of Functions of One Variable II, Calculus of Functions of Several Variables.

University College London – Study Abroad

September 2019 – January 2020

Relevant Courses: Quantitative Methods 2: Data Science and Visualization, The Knowledge Economy: Consultancy Project.

Experience

ActualFood – Project Manager & Lead Developer

August 2021 – Present

- Independently spearheading and starting the process of developing a crucial internal product that functions as the backbone of the company's main product. Building the product's codebase from the ground up with MeteorJS, MongoDB, and Svelte, all three of which I taught myself on the job.
- Defining the product's architecture, look, functionality, and objectives across the entire stack. Constantly solving complex challenges to implement advanced and unique product features, turning ideas into living code.
- Recruiting, staffing, managing, and leading a growing 4-person development team to help build this product.
- Understanding, delineating, and updating project requirements. Delegating tasks according to team specialties.
- Providing mentorship, training, and continual feedback to help every team member achieve their fullest potential.
- Fuelling the growth and development of the company by recruiting and staffing talented candidates to work on other teams in the company.

Flatiron School – Web Development Bootcamp

May 2020 – July 2020

- Gained hands-on experience with developing full-stack web applications using Ruby on Rails, JavaScript, HTML, CSS, and SQL; achieved the highest possible mark.
- Collaborated efficiently with other developers through GitHub and pair programming.
- Fully developed three original and interactive applications including a social media website and a fully-integrated web-game (see in portfolio).

Max Planck Institute for Astronomy – Interning Researcher

May 2019 – July 2019

- Independently constructed a Python-based data pipeline to process astronomical polarimetry data and create engaging visualizations in order to investigate the role of magnetic fields in the morphology of a star-forming infrared dark cloud.
- Discovered intriguing results and documented them in an academic paper to be published in the future.
- Presented results and visualizations in a forum to the rest of the institute.

Skills

Most Experience

Intermediate Experience

Some Experience

<i>Programming Languages / Technologies</i>	JavaScript (ES6+), Ruby, Python, HTML, CSS, MongoDB, SQL, Unix	C	Java, SuperCollider
<i>Frameworks</i>	Svelte, MeteorJS, Ruby on Rails	ReactJS, React Native	
<i>Operating Systems</i>	Linux, Mac OS, Windows		
<i>Additional Software/Technologies</i>	Git, Restful APIs, Node.js, Heroku, Markdown, VS Code, Audacity, Logic Pro X	LaTeX, Photoshop	Premiere Pro
<i>Languages</i>	English, Portuguese, Spanish	German	Italian
<i>Technical Skills</i>	Software Engineering, Web Development & Design, Object-Oriented Programming & Design, Asynchronous Programming, Parallel Programming, Virtualization, Complexity Theory, Debugging & Troubleshooting		
<i>Personal Skills</i>	Teamwork, Leadership, Project Management, Product Management, Mindfulness		