



Education & Honors

Rutgers University, New Brunswick

09/2021 - 05/2025

B.S. in Computer Science, Minor in **Data Science, Psychology**, and **Music Technology** Dean's List 2021 - 2024 **GPA 3.60**

Relevant Course: Data Structures, Design and Analysis of Computer Algorithms, Data Management for Data Science, Intro to Artificial Intelligence, Intro to Deep Learning, Computer Architecture, Discrete Structures, Linear Algebra, Calculus 1 & 2

Relevant Experience

Broadridge

Data and AI Intern

06/2024 - Present

- Utilized Microsoft Excel VBA, Macros, and Broadridge Open AI for API calls via Postman to perform sentiment analysis
- Collaborated with a development team to create dark pooling trackers, enhancing financial advisory services for potential and current clients, in partnership with Google and Babelfish Analytics.
- Worked on a team of 10 interns to develop a presentation on gender discrimination and strategies to promote equality in Fintech

Blueprint

Backend Software Engineering Fellow

02/2024 - 05/2024

- Explored the responsibilities of a backend software engineer through the creation of small-scale projects utilizing Python and SQL, alongside mastering Git for efficient collaboration within a team
- Developed a login application leveraging socket programming and RESTful API's to enhance proficiency in server/client architecture

Minecraft Advance

Game Developer

01/2024 - Present

- Coded unique game mechanics and block functionalities using Java, enhancing gameplay and user engagement
- Conducted unit tests and debugging of mod elements to ensure stability and performance within the Minecraft environment

Johnson and Johnson

Experience Design Co - Op

06/2023 - 12/2023

- Enhanced application development speed by 37% by coding both original and new design systems in React.js
 - Optimized the development workflow for 50+ UI/UX designers by recreating the original design system in Figma
 - Improved the accessibility and comprehensibility of site pages for 6 distinct teams within the internal SharePoint platform by iteratively designing wireframes through Figma
 - Expanded Monarch's functionality for future applications by converting the augmented reality (AR) application into a virtual reality (VR) application using C#, Unity, and WeaVR
 - Led the Development Pillar of the Technology Intern Co-Op Council (TICC) to better organize resources for fellow technology interns/co-ops while also creating development workshops and social events reaching 100+ interns/co-ops
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Projects

You Always Cut The Red Wire - <https://github.com/venoraf/YouAlwaysCutTheRedWire>

10/2023 - 11/2023

- Implemented a Python-based predictive model, using logistic and softmax regression and leveraging gradient descent for optimization, to classify complex wiring diagrams as 'safe' or 'dangerous' and determine which wires to cut

Cache Simulation - <https://github.com/venoraf/CacheSimulator>

10/2022 - 11/2022

- Developed a cache simulation program using C to model a two-level (L1 and L2) exclusive cache system, tracking and reporting memory operations, and cache hits and misses for both levels

Game/Music Jam: Time Machine Rush - <https://fatleo14.itch.io/time-machine-rush>

10/2023 - 11/2023

- Conceptualized and programmed the primary menu and settings page for a two-dimensional platformer using Godot and C#, catering to a user base of 10+ players
- Facilitated meetings and brainstorming sessions with 6 team members to storyboard and refine multiple concepts for the game

HackRU - <https://youtu.be/F3pvKO8Kg2Y?si=vmMLU2j6BJttLyOb>

02/2023 - 02/2023

- Engineered a software application using linked lists, Java, Android Studios and the Google Maps API designed to dynamically present real-time information regarding the NJ Transit system, merging live train and bus data
 - Integrated various functionalities, such as the home button and notifications, from the existing application into an intuitive and streamlined interface using Figma
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Skills

- Programming Languages:** Python, Numpy, Pandas, Java, C++, C, C#, Pytorch, Javascript, React.JS, HTML, CSS, SQL, Excel VBA
 - Other:** REST API, MongoDB, Linux Operating Systems, Unreal Engine, Unity, VSCode, JetBrains, Jupyter Notebook, Godot, Git, Figma, Sharepoint, Microsoft Office, Android Studios, Adobe Suite, Agile Methodology, Excel, Google Suite, Power Apps
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Leadership/Organizations

Rutgers Blueprint

Software Engineering Backend Director

May 2024 – Present

Rutgers Creation of Games Society

Community Director

May 2024 – Present

Rutgers Women in Computer Science

Committee Member

January 2021 – Present

Rutgers Chess Club

Club Member

September 2023 – Present