

Riviera Sperduto

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TECHNICAL SKILLS

Languages: Python, Kotlin, Java, C/C++, C#, SQL (MySQL & Postgres), JavaScript, HTML/CSS, YAML, Lua, RedScript, Ruby, Liquid
Frameworks & Tools: Testim.io, MS Active Directory, Tailwind, Git/GitHub, Docker, Azure, VS Code, Visual Studio, PyCharm, IntelliJ, MariaDB, Dependency Track, Power Automate, Prisma, Ollama, Unity, Qt Core, Pyside6, Meraki, GUIZero, React, SEO optimization, Formspre, Google AdSense, Google Analytics, GitHub Pages, Jekyll

CERTIFICATIONS & EDUCATION

Temple University	Philadelphia, PA
Bachelor of Science in Computer Science — 3.52 GPA	Aug. 2023 – May 2025
Community College of Philadelphia	Philadelphia, PA
Associates of Science in Mathematics — 3.73 GPA	Aug. 2021 – May 2023
Microsoft Azure Fundamentals	Jan. 2025

CURRENT POSITION

Development Apprentice	May 2025 – August 2025
<i>BRIO Designs Partners, LLC</i>	<i>Conshohocken, PA</i>
<ul style="list-style-type: none">Developing user interfaces for web/software applications and implementing Salesforce instances in a fast-paced tech environment.Collaborating with tech experts on client projects involving C#, MVC, and Microsoft technologies.	

EXPERIENCE

Information Technology Intern	September 2024 – December 2024
<i>SNIPES USA</i>	<i>Bensalem, PA</i>
<ul style="list-style-type: none">Developed and tested Python tools to automate SDWAN updates and network traffic analysis, reducing desktop support ticket times by around 20 seconds and enabling more accurate traffic analysis.Shadowed a System Administrator to learn VM creation in Azure, Microsoft Active Directory, and other Azure tools while fixing critical tests for the staging website.	
Intern	October 2023 – May 2025
<i>Temple University</i>	<i>Philadelphia, PA</i>
<ul style="list-style-type: none">Designed and optimized programs to automate data verification, cutting runtime from over a minute to under 30 seconds per record and doubling productivity.Deciphered SQL files and documentation to help the team understand backend functionality and query operations.	

PROJECTS

CodeGrind <i>React/Node.js, HTML/CSS, Python, PostgreSQL, Prisma, Azure</i>	Jan 2025 – Present
<ul style="list-style-type: none">Developed codegrind.online, a platform gamifying technical interview prep with AI tutoring. Created a tower defense coding game that mixes gameplay with coding challenges.	
Helios: Swarm Robotics <i>Python, C#, Unity, PyQt5</i>	January 2025 – May 2025
<ul style="list-style-type: none">Developed disaster response simulation with Python backend, Unity frontend, custom visualization tools, created database for sensor data and created test suites with 83% code coverage.	
BestNotes <i>Python, Qt Core, Pyside6</i>	October 2024 – December 2024
<ul style="list-style-type: none">Contributed to capstone project developing a free note-taking application. Designed moveable toolbar, implemented customizable eraser features, and ensured application reliability through testing.	
Projectile Launcher Rework <i>Lua, YAML, JSON, RedScript</i>	December 2022 – Present
<ul style="list-style-type: none">Created a mod for Cyberpunk 2077 (45k+ downloads) and modified game mechanics with new variants, attachments, and ammo using multiple programming languages.	