VICTORY MA

victory-ma.com • +1 507-535-9638 • Rochester, MN • victoryma23@gmail.com

EDUCATION

St. Olaf College   Northfield, MN
B.A. in Computer Science and History   2022 - 2026
Concentration in Statistics and Data Science   Dean's List x6 • Honors Day x3 • GPA: 3.84

Skills Summary
Python, R, AWS, JavaScript, SQL, Django, C++, Terraform, Docker, React Native, HTML, CSS, Tailwind, Git, RESTful APIs

PROFESSIONAL EXPERIENCE

Project Friendship   Northfield, MN
App Developer   Sept. 2025 - Present
Supporting the backend development of an internal React Native application with API development and cloud infrastructure provisioning. Leveraging AWS technologies (Lambda, API Gateway, and RDS) for cloud development.

St. Olaf College   Northfield, MN
Teaching Assistant • Machine Learning • Algorithms • Ethics   Feb. 2025 - Present
Currently working closely with 20+ students and a professor to ensure proper comprehension and application of introductory machine learning concepts. Previously worked with professors to ensure full comprehension and application of key computer science algorithms and coding concepts of 30+ students in a senior-level computer science course. Previously aided students in understanding fundamental concepts on the impact of software, data, artificial intelligence, and intellectual property.

GCS Geospatial   Mankato, MN
Software Developer Intern   May 2025 - Aug. 2025
Directly supported the development of an internal web application used for geospatial accuracy analysis by leveraging frameworks and tools including Django, HTMX, Docker, AWS, and Terraform. Conducted coordinate surveys for future data analysis as a team and worked closely in an Agile Development environment to ensure efficient product delivery.

PROJECTS

BloomMates • People's Choice Award • Ole Cup 2025   React Native • Firebase
Developing an innovative iOS/Android application that serves to improve mental health through interactive flower gifting. Incorporates mental wellness activities that reward users, allowing them to send custom virtual bouquets to loved ones while simultaneously earning discounts to purchase flowers at local florists

Curious Vexillologist   Django • HTMX • Tailwind
Engineered and deployed a vexillology learning application with a database that consists of 200+ countries, each with its associated metadata, serving as an interactive educational quizzing tool. Initially built with Node, Express, and EJS.

Predicting Revenue via Website Activity   Python • Scikit-Learn • Machine Learning
Developed a predictive model using Scikit-Learn that aimed to use machine learning methods to predict whether an online customer will generate revenue based on features related to their time on the website, using a dataset from UC Irvine

Predicting Pokemon Types   R • Tidymodels • Machine Learning
A project using the Tidymodels R package that used machine learning methods to predict a Pokémon's type based on various factors related to its attributes and other in-game characteristics

Roster Management System   C++ • Agile Development
Led the development of a roster management system featuring advanced algorithms for match simulation and player trading and object-oriented design patterns, with a console interface for handling complex sports team operations

ADDITIONAL INFORMATION

Center for Interdisciplinary Research • Fellow   Sept. 2025 - Present
Worked closely with domain experts and professors to conduct statistical analysis and research on campus-wide student data

AT&T Technology Academy   June 2024
Completed online program on modern utilizations of APIs, Scrum Teams, HTTP, 5G, Cloud Computing, and Agile Methodology

Relevant Courses
Machine Learning (Python), Algorithms for Decision Making (Statistical Learning in R), Quantum Computing, Analysis of Algorithms, Software Design, Hardware Design, Data Structures in C++, Linear Algebra, Discrete Math, Data Science, Statistics

Algorithms Club • Director of Recruitment | **Asian Student Union** • President | **Languages:** English (fluent) • Arabic (beginner)