

SUMMARY

- Generalist and builder with a diverse skill set.
- Capable of picking up new skills and languages quickly.

EDUCATION

University of California, Santa Cruz
Bachelor of Science in Computer Science, 2013 - 2017.

Coursework:

| | |
|--------------------------------------|------------------------|
| Algorithms and Abstract Data Types | Computer Architecture |
| Compiler Design | Mobile Applications |
| Comparative Programming Languages | Analysis of Algorithms |
| Web Applications | Operating Systems |
| Introduction to Software Engineering | Database Systems |
| Artificial Intelligence | Computational Models |

SKILLS

Proficient Languages: Python, Java, C

Familiar Languages: C++, Ruby, JavaScript, Haskell

Others: Android SDK, Git, Scrum, Unix, SQL, HTML/CSS, Windows, Photoshop

EXPERIENCE AND PROJECTS

Gate of Providence (Game | Ruby)

- Lead developer and director of this game for Windows PC with over 15 hours of playable content.
- Shipped the game to the itch.io platform.
- Collaborated with three other team members on a large project, with over 4300 hours of development time.

NutriFit (Android Application | Java)

- Designed and developed the front-end of the Android application.
- Programmed the fitness tracker portion of the application.
- Facilitated Scrum methodology as the Scrum Master.

IFEI - Interactive Fiction Engine and Interpreter (Game Engine | Haskell, Java)

- Developed the overall design of the application, which was used to develop two separate programs in two different languages.
- Programmed the Haskell version of the application.
- Replicated the functionality of statefulness in a functional language.

AnimeAlert (Android Application | Java)

- Designed and developed the user interface of the Android application.
- Utilized web scraping to dynamically display images and text in the application.