

## EDUCATION

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### Tacoma, Washington      University of Washington

- B.A. Junior in Computer Science
- Coursework: Computer Science 1-2, Programming Practicum, Discrete Structures, Calculus I-II, Intro to Operating Systems, Networking Concepts, Technical Writing, CHFI(Computer Hacking Forensic Investigator)

## TECHNICAL EXPERIENCE

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- Java, C++, HTML, CSS
- Windows, Linux
- IntelliJ Idea 2025, Clion, Geany
- Unreal Engine, Unity, Blender

## PROJECTS

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- (2024) Developed a fully functional Discord bot using Java and the JDA library. Implemented event driven programming to handle user interactions, including command processing, role management, and leaderboard tracking. Gained hands-on experience with object oriented programming, data structures (Stack, Map, Set), API integration, and recursive methods. Practiced skills in debugging, testing, and deploying a multi feature application to a small number of users while attempting to maintain clean, modular, and maintainable code.
- (2025) Developed a custom game engine for a Pong clone using the SFML graphics library. Implemented real time game physics, collision detection, and frame-rate independent movement for game objects. Gained experience with event driven programming, vector math, and randomization for realistic ball movement. Developed experience in C++, object oriented programming, debugging, and designing interactive graphical applications.

## CLUB ACTIVITIES

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- **Game Design Club:** Attending coding and game design workshops.
- Worked on game design and coding projects in Unreal Engine and Unity.
- **GitHiredClub:** Member of the Git hired club where I have collaborated with other students to work on coding questions through leetcoad.
- **TechStartupClub:** Working with a small team of senior students on a web application for the University of Washington and attending workshops about systems architecture. Gained experience with GO, SQL, Sqlite, and connecting front end and back end systems using api.

## Interests

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- Software engineering, cybersecurity, networking, 3D modeling, and developing interactive applications and games
- Looking for friends and team based learning environments.
- Making friends and lasting connections.