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EDUCATION

- Bachelors of Science in Computer Science at Virginia Tech

- Expected Graduation Date: December of 2019; GPA: 3.84

TECHNICAL SKILLS

- Java (Proficient), Swift (Proficient), Interface Builder/Storyboards (Proficient), Unit Testing (Proficient), Git/Github (Familiar), Node.js (Familiar)

iOS APPLICATIONS

SketchPal (December 2016 - March 2017, 1 person project):

- Link to application on app-store: http://apple.co/2omgd3N

- iOS utility application that enables users to upload images to sketch on, save images that have been sketched out, and create sketches from scratch.

- Developed using storyboards with MVC architecture, uses UIKit frameworks like CoreGraphics for brush properties like width, color, and opacity. Auto-Layout is used for structuring the application to be universal in its design on various iOS devices.

- Completed with: **Swift**; utilized **Storyboards** via **Interface Builder**, **CoreGraphics**, **Auto Layout**, and **UIKit.**

WORK EXPERIENCE

StreamLabs: Brand Analyst (June 2015 - current; remote work)

- Curated written/video content to deploy to reddit, specifically targeting relevant audiences involving content-creating and gaming/eSport enthusiasts.

- Over the span of 2 years, drew over 1.8M unique user sessions across StreamLabs owned platforms (streamlabs.com and formerly vulcun.com).

- Developed and deployed Twitter chatbots to manage/answer general user questions. Used Twitter's API as my backend and node.js as a server-side framework.

- Used StreamLabs' primary Twitter account for more detailed user feedback/interactions.