

Results driven software engineer who is passionate about building deliverables that meets and/or exceeds customer's requirements. Actively seeking a full-time position where skills are challenged, and opportunities for new learning and projects that bring satisfaction to others are provided. Strengths in:

- Working with a variety of teams
- Designing detailed artifacts to enhance the process of development
- Learning different software tools/methodologies to incorporate them within interactive media
- Adapting to different environments including new team structures and collaboration
- Analyzing problems and conceptualizing solutions
- C#, JavaScript, HTML/CSS, SQL, RegEx, Trello, UML/Sequence Diagrams, Domain Models

Education

B.S. Game Design and Development, Rochester Institute of Technology, Aug 2024
Software Engineering Minor

Relevant Experience & Projects

Software Engineer, Team Lead, Crowd Comic, May 2024 - Aug 2024

Built a collaborative project that encourages users to create and/or read a "Choose Your Own Adventure" comic

- Created a database with API handlers for managing and modifying application information
- Authored comprehensive documentation for new developers, including project regulations with visual examples. Provided personal instructions for those needing further clarification.
- Thoroughly reviewed team members' code to verify it was functional and followed our guidelines
- Guided and trained others who were inexperienced with certain tools and applications, including proper unit testing and appropriate React component usage

Tools: SQL, Sequelize, React, TypeScript, JavaScript, Jest Unit Tests, HTML, CSS, Github Projects, Discord API

Repository Maintainer, Keep Talking and Nobody Explodes, Jan 2024 - Present

Manage a repository of all content related to game manuals, including community-created mods

- Handle requests from community members who are not as experienced with web development
- Review pull requests for repository standards and provide detailed feedback for necessary changes
- Update manuals to ensure visibility across all website states, including in dark mode and mobile layout
- Encourage non-maintainers to review documentation explaining all regulations of the repository

Tools: HTML, CSS, RegEx, JavaScript, JQuery, JSON, Git, GitHub, Discord, Visual Studio, Visual Studio Code

Software Engineer, Arkhe, Jun 2022 - Aug 2022

Developed an AR/VR/XR teaching tool to help a professor explain functional programming to his students.

- Collaborated with a remote Agile team to complete a design and move into implementation of code
- Prompted by peer feedback, refactored code to improve developer usability and modularity
- Developed a series of small projects, which were rapidly integrated together to build the final product
- Set up unit testing and continuous integration scripts, reducing bugs encountered by a factor of 3
- Doubled key student outcomes metrics based on reduced assignment completion time and grades

Tools: Github Projects, Python, HTML, CSS, JavaScript, Node.js, Git, Github, Jest Unit Tests, Discord

Solo Developer, Keep Talking and Nobody Explodes Solver - Personal Project

KTANE is a co-op game that requires two people to collaborate and solve puzzles. This project was created to increase C# language skills and gives the user solutions to said puzzles.

- Designed responsive UIs based user inputs in a fast-paced gameplay environment.
- Verified implementation stability with unit tests, decreasing bugs encountered at release

Tools: Trello, Windows Forms, C#, C# Unit Tests, Visual Studio

Solo Developer, Ultimate Tic Tac Toe - Class Project

Tackled an individual challenge of how to use a graphics library to create an engaging game.

- Gained proficiency in utilizing a JavaScript graphics library, and practiced front end interaction
- Implemented multiple rules to reward strategic thinking, ensuring a captivating experience

Tools: Javascript, HTML, PixiJS, Visual Studio Code

Software Developer, Casper Cat Cafe - Team Project

Designed and developed an engaging yet casual game. Challenged how to implement creative and interactive solutions.

- Independently developed a mini game that incentivizes users based on their rapid reflexes and cautiousness
- Discussed project process and progress with team members weekly to design and implement additional features
- After achieving MVP, implemented a file system to store user data upon game shutdown

Tools: Github Projects, Unity, JSON, C#, Visual Studio, Visual Studio Code

Professional Experience

Teaching Assistant, RIT, Aug 2023 - May 2024

- Provided individual support during lectures and workshops for college students.
- Consulted with the professor on each student's academic progress.

Mentor, Society of Software Engineers, RIT, Nov 2022 - May 2024

- Lead exam review sessions for software engineering students.
- Assisted students personally with coding and algorithmic assignments.