

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.

Education

Rochester Institute of Technology, GPA: 3.4, Aug 2024

B.S. Game Design and Development, Software Engineering Minor

Skills

Languages: C#, C++, CSS, HLSL, HTML, JavaScript, SQL, TypeScript

Framework/Libraries: DirectX 11, Jest Unit Tests MonoGame, Node Package Manager, PixiJS, React, Sequelize

Tools: Discord API, GitHub, GitHub Projects, Swagger API documentation, Unity, Visual Studio, Visual Studio Code

Professional Experience

Software Engineer | Team Lead, Crowd Comic, Internship, 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 with Jest and appropriate React component usage

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.

Software Engineer, Arkhe, Internship, 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 Jest 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

Relevant Experience

Repository Maintainer, Keep Talking and Nobody Explodes Community Server, 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

Projects

Software Developer | Lead Programmer, Traumatic Toybox, Team Project, Jan 2024 - May 2024

Created a stealth horror game where the protagonist must escape the toy box full of murderous toys

- Discussed priorities and scope of the project along with morality of the team in weekly meetings
- Reviewed peer's progress on application and provided constructive criticism with visual guides
- Developed an intuitive HUD that informs the player where the enemies are, even if they're off screen

Software Developer, Casper Cat Cafe, Team Project, Jan 2023 - Apr 2023

Designed and developed an engaging yet casual game. Explored 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

Solo Developer, Ultimate Tic Tac Toe, Class Project, Dec 2022

Developed a strategic twist on the classic game, Tic Tac Toe with a 3x3 grid of smaller boards

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

Solo Developer, Keep Talking and Nobody Explodes Solver, Personal Project, Feb 2019 - Apr 2022

Created a solver for a co-op game where players solve puzzles. Objective was to increase C# and UI/UX skills in order to create intuitive GUI to get information from the users and give them 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