

**Education****B.S. Computer Science**

May 2017

University of Portland, Portland, Oregon  
Mathematics Minor

**Coursework:** Computer Networks, Artificial Intelligence, Computer Graphics, Analysis of Algorithms, Linear Algebra

**Technical Skills**

**Languages:** Java, C, C++, C#, Python, Django, HTML, CSS, JavaScript, OpenGL

**Tools:** Git, Bash, Unix, Emacs, Visual Studio, Unity, Blender, Bootstrap

**Projects and Accomplishments**

**UP Ride Finder:** Web-based system for coordinating long distance ride sharing.

- Presented in-progress and final product to a large group of peers, professors, and community members over the course of development.
- Built using Python and Django for back-end, and HTML, CSS, and Javascript for front-end.
- Pulls from Google Places API to resolve ZIP codes into city names and maps.
- Version control done through GitLab.

**Merge:** A 2D game where the player tries to collide two characters with one set of inputs.

- Built using the Unity engine and coded in C#.
- Voted best 2D game for Game Design class.

**Traceroute:** Standalone implementation of the common traceroute utility.

- Built using Python3 for use on Unix-based systems.

**Miscellaneous:**

- Eagle Scout, earned June 2013.
- Proficient in 8 instruments and 3 spoken languages.
- Able to solve a Rubix cube, best solve time 57 seconds.

**Experience****Industrial Math Intern**

Jan. 2016 - May 2016

PIC Math, Portland, OR

- Analyze hydroelectric optimization models used in the Pacific Northwest.
- Create more accurate optimization models using linear programming in Xpress-Mosel.

**Lifeguard/Swim Instructor**

May 2014 - Aug. 2016

Beckonridge Pool, University Place, WA

- Monitor several recreational pools for the duration of swim lessons and open swim.
- Teach basic swimming skills to students Pre-K through grade 7.
- Assist pool members and guests with pool facilities.