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## EMPLOYMENT

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<b>SDE Intern</b>	<b>Amazon</b>	<b>Summer 2018</b>
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- Created a unit-tested system to automate the process of evaluating access ratio thresholds where objects should be moved between different S3 storage classes to optimize customer savings. The system found a threshold where cost savings totaled over \$100,000,000 for 10,000 customers when 100 days were analyzed.
- Created a peer-reviewed design specification which documents the components and libraries of the system.

<b>Software Engineer, Intern</b>	<b>Siemens</b>	<b>Spring 2017 – Spring 2018</b>
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- Developed and maintained 18 mobile applications.
- Front-end developer of an iOS issue-reporting application for technicians.
- Redesigned and reworked the interface for an iOS emergency phone calling application.
- Implemented and presented an SSL Pinning proof-of-concept.
- Created a virtual reality engine assembly training demo using an HTC Vive and LEAP Motion.
- Created a mixed reality turbine blade damage-inspection demo using an HTC Vive and LEAP Motion.
- Created a native iOS augmented reality application for marketing using ARKit.
- Created an Android application to stream 360° YouTube videos in virtual reality environments.
- Created an internal iOS barcode and QR scanner with external Bluetooth scanner support.

<b>College Student Technician</b>	<b>Lockheed Martin</b>	<b>Summer 2016</b>
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- Worked on the JASSM Cruise Missile.
- Located and/or fixed over 20 vulnerabilities in my assignment.
- Updated automatic unit testing scripts and reference documents with every change made.
- Held interim security clearance.

<b>Assistant Programmer</b>	<b>AnalyticalInk</b>	<b>Fall 2015 – Winter 2015</b>
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- Created a modern user-interface mockup.
- Helped implement user-navigation between problem sets.

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## EDUCATION

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<b>Orlando, FL</b>	<b>University of Central Florida</b>	<b>Fall 2015 – Present</b>
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- B.S. in Computer Science, May 2019. Overall GPA 3.73
- Burnett Honors College student; Accelerated B.S. to M.S. Student; EXCEL Student
- Undergraduate Coursework: Programming Languages, Processes of Object-Oriented Programming, Computer Architecture, Computer Science II, Discrete Structures II, Calculus III, Physics III

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## TECHNICAL EXPERIENCE

### Projects

- **Lifting Buddy**: A published iOS application under ongoing development with over 1000 unique downloads. This application allows the user to customize exercises and track progress using “progression trackers”. *Swift*
- **Gun Ho**: A published iOS augmented reality tower-defense game for both iPads and iPhones. *Swift*
- **eyeBot**: An iOS image-recognition application that allows the user to identify an object. Label training is updated in real-time with every scan allowing for grassroots label training. *Swift; Salesforce Einstein*

### Other Accomplishments

- **Congressional App Challenge Mentor**: Mentored students in iOS development using Objective-C and Swift.
- **FIRST Robotics Mentor**: Mentored high school students on an object-detection implementation.
- **Codeforces Solutions**: Completed 500 programs (top 1% of all users) to learn Python.
- **Machine Learning Course**: Completed Andrew Ng’s Machine Learning course hosted on Coursera.

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## Languages and Technologies

- Objective-C; Swift; Python; Java; Kotlin; C#; C; JavaScript; HTML; CSS; Haskell; R
- Git; XCode; Android Studio; IntelliJ; Cocoapods; Visual Studio; Eclipse; Unity; AccuRev