

EDUCATION

- **Olivet Nazarene University** Bourbonnais, IL
BA in Computer Science September 2011 - May 2015

EXPERIENCE

- **Root Inc.** Sylvania, OH
Software Developer Sept. 2015 - Present
 - Rewriting custom grunt plugins to work with a webpack build system for our SPA framework. Utilizing webpack allows us be consistent with the rest of our team's tech stacks for various projects
 - Working with co-workers to rebuild our jQuery SPA framework in React/Webpack/Redux instead of jQuery/Grunt. React will allow us to manage state better and avoid side effects in our application.
 - Work with a team to develop SPA apps for clients.
 - Worked with a team of developers to updates and add features to internal Node JS applications for our development team
- **Buckeye Telesystem** Toledo, OH
IT Support Technician Intern May 2013 – August 2013
 - Used backup software for images. Configured new installations of Windows 7.
 - Worked as part of a team of 3, troubleshoot issues with users.
 - Worked with individuals at different levels within the company
- **ONU Strickler Planetarium** Bourbonnais, IL
Computer Operator August 2014 – May 2015
 - Operated computer system and gave shows for groups of up to 50 people.
 - Wrote scripts and user documentation for the Digistar 3 projection software (in their proprietary scripting language)
 - The user documentation would allow future students to further expand on my initial efforts to script the lookup and display of constellations for planetarium shows

PROJECTS

- **ITF Taekwondo App** A reference app for android that lists all of the patterns in ITF Taekwondo for easy lookup. Still in development.
- **Daily Programmer Challenge App** A React/Express web app that pulls a random challenge from r/dailyprogrammer on Reddit Utilizes a javascript wrapper for Reddit's API(snoowrap)
- **Personal Site/blog** A personal site and blog with a static generator that I developed written in Rust
- **OEG** Oil Exploration Game Software for the ONU Geology Department. The purpose of this project (and the class) was to learn how to effectively work within a team of developers Worked with a legacy a Java client/server game built by a previous class. Managed and estimated time requirements for new features. Contributed to documentation and finding tools to use. Tested new features

LANGUAGES AND TECHNOLOGIES

- **Languages:** Javascript, HTML, CSS, Java **Technologies:** React, Webpack, Jquery, Postgres SQL
Operating systems: Windows, MacOS, Linux