
SOFTWARE ENGINEER

I am a software engineer with an emphasis in embedded systems and mobile development looking for an entry-level position. I have a strong focus on quality, creative problem solving, and methodical troubleshooting.

TECHNICAL EXPERIENCE

Platforms:	Windows 10 Linux (Ubuntu, Raspian) Android iOS
Languages/Frameworks:	C++ Java Python C# XML XAML Xamarin Forms OpenGL SQL MongoDB
Tools:	Git GitHub Visual Studio Android Studio Microsoft Office
Notable Courses:	Mobile Architecture & Development Data Structures & Algorithms Client/Server Development Emerging Systems Architecture & Technology Secure Coding Software Reverse Engineering

EDUCATION

Southern New Hampshire University (Expected graduation: May 2021)

BS - Computer Science with emphasis on Software Engineering

- Cumulative GPA: 3.98
- President's List

PROFESSIONAL EXPERIENCE

BD Medical, Sandy UT 2014 - Present

Injection Molding Process Technician

Responsibilities

- Investigate and troubleshoot problems in cutting-edge, developing molding technologies
- Develop, modify and document system parameters to ISO, FDA, and other global standards
- Train team members on complex molding technologies across 100+ molds and machines

Accomplishments

- Recognized for Outstanding Attention to Quality for the last 7 years
- Designed a solution that decreases mold change-over time by 90%
- Consistently increase production efficiency by up to 5% by reducing cycle times

PROJECTS

- Real estate client interaction and service app for Android and iOS using Xamarin. (In progress)
- Weather reporting station prototype built with RaspberryPi, GrovePi, and Python
- Inventory management application for Android using Java and XML

GitHub repositories listed as private and cannot be shared without adding specific collaborators. Contact me if you would like to view them.