

---

## WORK EXPERIENCE

- |  |                           |                                  |
|--|---------------------------|----------------------------------|
| <b>Researcher</b>  | <b>Simone Center, RIT</b> | <b>Spring 2021</b>               |
| <ul style="list-style-type: none"><li>• Performed customer discovery and product validation for a technology education start-up.</li><li>• Coordinated a group of student researchers from a variety of science and engineering backgrounds.</li><li>• Created and delivered technical and investment presentations.</li></ul>   |                           |                                  |
| <b>Software Engineer, Co-op</b>  | <b>Bryx, Inc.</b>         | <b>Summer 2016 – Winter 2016</b> |
| <ul style="list-style-type: none"><li>• Designed and developed new web-based applications for first responders.</li><li>• Maintained public website and performed level 1-2 tech support.</li><li>• Personal project laid the groundwork for a new product.</li></ul>  |                           |                                  |
| <b>Lead Coding Instructor</b>  | <b>ICanCode Club</b>      | <b>Fall 2015 – Fall 2018</b>     |
| <ul style="list-style-type: none"><li>• Taught students 1st-12th grade the basics of programming with the use of game design, robotics, and animation.</li><li>• Created and distributed curriculum for 100+ students in both short-term and long-term lesson programs.</li><li>• Listened to and incorporated the needs of students and parents into individualized lesson plans.</li></ul> |                           |                                  |

---

## EDUCATION

- |  |  |                               |
|--|--|-------------------------------|
| <b>Rochester, NY</b>   | <b>Rochester Institute of Technology</b> | <b>August 2014 – May 2021</b> |
| <ul style="list-style-type: none"><li>• B.S. in Computer Science w/ Minor in Software Engineering   Honors: Magna Cum Laude</li><li>• <b>Major Coursework:</b> Concepts of Computer Systems; Software Engineering Foundations; Programming Language Concepts; Analysis of Algorithms; Cryptography; Data Communication &amp; Networks; Data Management; Parallel &amp; Distributed Systems; Data Mining; Data Cleaning &amp; Preparation</li><li>• <b>Minor Coursework:</b> Software Process &amp; Project Management; Engineering of Software Subsystems; Human Centered Requirements &amp; Design; Web Engineering</li></ul> |  |                               |

---

## TECHNICAL EXPERIENCE

### Projects

- **Laser Electronics** (2020). Business website for a family member's company. Javascript, React, Gatsby, Node.js, AWS
- **WoolBrain** (2016). Esoteric language interpreter built in unmodified Minecraft. Used to teach programming language concepts to grade school students.
- **BudgetManager** (2014). Algorithmic budgeting tool built for a high school research project and continued in college. Java, SQL, XML

---

## ADDITIONAL EXPERIENCE AND AWARDS

- **Volunteer (2016-present):** Organized and/or volunteered for multiple charity speedrunning events, such as Games Done Quick, RPG Valkyries, and Power Up With Pride.
- **Alumnus, Computer Science House (2014-present):** Living learning community focusing on technology and professional development at Rochester Institute of Technology.
- **President's Recognition, ASMS (2014):** One of 6 students to receive a distinction from the school president at graduation. Received recognition due to academic drive and technological aptitude.

---

## LANGUAGES AND TECHNOLOGIES

- Java; Javascript; React; jQuery; Python; C; Ruby on Rails; JSON; XML; LaTeX
- Visual Studio; MySQL; MATLAB; pandas; Node.js; NodeCG; Gatsby; Jekyll