**EDUCATION**

**Cogswell Polytechnical College, San Jose, CA.**

*B.S., Computer Science: emphasis in Software Engineering* Aug 2015 - May 2018 (expected)

**Clubs**: AI Society, Engineering Society, Game Development Club

**Relevant Coursework:** C++, C, Java, IOS Development, Android Development, Web Development, Machine Learning, Operating Systems Concepts, Embedded Software Systems

**TECHNICAL SKILLS & LANGUAGES**

* Languages: English, Spanish
* Operating Systems: Windows, OSX, Linux/Unix
* Technical Languages: C# .Net, JavaScript, Java/Android, Python, C++, C, IOS/Swift, Git
* Libraries/Frameworks: Electron, React, React-Native, Redux, Polymer etc.
* Database Architectures/Frameworks: NoSQL/MongoDB, FireBase, MySQL, SQLite
* Development Environments: Android Studio, XCode, Unity, MS Visual Studio

**WORK EXPERIENCE**

**Indie Mobile Game Development *- Unity Game Engine (C# .Net / C++)***Jan 2015 - Present

* Greek Wars, Jan 2015 - Present
* Starman’s Voyage, Feb 2018 - March -2018
* Lead Engineer/Full Stack Developer - Programmed the frontend UI and backend game mechanics/systems
* Artist - Level design, character design, animation, UI/UX

**ACM International Collegiate Programming Contest, Participant - *Berkeley, CA***  Nov 2017

* http://www.acmicpc-pacnw.org/
* Team TCP - 56th / 94 teams

**Contract Web Development *, Full Stack Development*** Sep 2017 **-** Present

* Iris Hair Salon (http://iris-hair-salon.com) - Sep 2017
* Carrillos Construction (http://carrillos-construction.com) - Mar 2017
* Built with Polymer Javascript framework
* Modernized the companies’ online presence

**iQor Repair Technician, *Tech Repair - Palo Alto, CA*** Feb 2016 - Sep 2017

* Troubleshoot units
* Rapidly repair and replace damaged parts on unit
* 3000+ phones repaired to date

**TLH Church App, *Java/Android and Swift/IOS Developer - San Jose, CA***May 2017

* Contract work to build Android & IOS application
* Worked in Android Studio IDE using Java programming language
* Worked in XCode IDE using Swift programming language
* Used Firebase as a cloud backend to enable cross platform push notifications, NoSQL user database, and user authentication in both Android and IOS apps