

EDUCATION

Carnegie Mellon University, School of Computer Science - Junior

Pittsburgh, PA

Major: Computer Science. Minor: Game Design.

Expected Graduation: May 2021

Current GPA: 4.0/4.0

Notable coursework: Intro to Video Game Analysis, Great Practical Ideas for Computer Scientists, Computer Graphics, "Game Design, Prototyping, and Production"

Greenwich High School

Greenwich, CT

GPA: 4.8/5.0 | ACT: 36 | SAT Subject Tests: Math 2 (800), Physics (800)

June 2017

Relevant coursework (AP): Computer Science A (5), Physics 1 (5), Physics 2 (5), Physics C: E&M (5), Physics C: Mech (5), BC Calculus (5), Macroeconomics (5), Microeconomics (5)

Columbia University Summer Program, "Mathematical Bootcamp for Budding String Theorists" 2016

Johns Hopkins CTY Summer Program, "Game Theory", "Number Theory"

2014, 2015

PROFESSIONAL EXPERIENCE

Blizzard Entertainment, Hearthstone Initial Design Intern

May - August 2019

- Worked with a team to design new card sets, including mechanics, theme, art direction, and VO.
- Implemented and playtested card mechanics using custom tools and scripting language.

The Game Agency, Junior Web Developer

June - December 2018

- Developed and improved corporate training and education games using JS, HTML, and CSS.
- Worked with tools such as Gulp, GitLab, and Jira, as well as Python and Linux shell scripting.

PROJECT EXPERIENCE

Game Creation Society (CMU), Team Lead, Designer, Programmer, and COO

Fall 2017 - present

- Lead a small interdisciplinary team to create an original video game each semester.
- Developed new club website from scratch. Manage physical resources.

Cognitive Development Lab (CMU), Research Assistant

Fall 2017 - present

- Work in a team of 6 to program a custom video game to enhance cognitive control in children.

Teknowledge (CMU), Python Curriculum Developer and Teacher

Fall 2017 - Spring 2018

- Designed and participated in labs to teach Python to middle school students.

ACTIVITIES & ORGANIZATIONS

Boy Scouts of America, Eagle Scout rank

2011 - 2018

Plan and lead meetings and camping trips; instruct younger troop members; perform community service.

GHS Computer Science Team, President

2016 - 2017

GHS Science Team, Captain, Northeast Science Bowl at UCONN (March 2016, 2017)

2015 - 2017

GHS Math Team, A-Team Competitor, NEAML (April 2015, 2016, 2017)

2013 - 2017

SKILLS, AWARDS & INTERESTS

Programming Language/Software Experience: Unity [with C#] (intermediate), Git (intermediate), Java (intermediate), Web development [with Javascript, HTML, CSS] (intermediate), C (basic), Python (basic)

Honors: American Invitational Mathematics Exam Qualifier (2017), US National Physics Olympiad Semifinalist (2017), US National Chemistry Olympiad Competition Finalist (2016)

Honor Societies: National Honor Society, National Math Honor Society (Mu Alpha Theta), Science National Honor Society, German National Honor Society

Interests: Video game design and development, electronic music production