

## **EDUCATION**

### **Carnegie Mellon University, School of Computer Science - Junior**

**Pittsburgh, PA**

*Major: Computer Science. Minor: Game Design.*

*Expected Graduation: Dec. 2020*

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