

EDUCATION

Carnegie Mellon University, School of Computer Science - Senior **Pittsburgh, PA**
Major: Computer Science. *Minor:* Game Design. *Expected Graduation:* Dec. 2020

Current GPA: 4.0/4.0

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

Greenwich High School **Greenwich, CT**
GPA: 4.8/5.0 | ACT: 36 | SAT Subject Tests: Math 2 (800), Physics (800) *June 2017*
Notable 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, 2020*

- 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), President, Team Lead, Designer, Programmer *Fall 2017 - present*

- Lead small interdisciplinary teams to create original video games each semester.
- Run large events and manage 6 officers. Developed club website from scratch.

Cognitive Development Lab (CMU), Research Assistant *Fall 2017 - present*

- Design and code video games to enhance cognitive control in children, with a small team.

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 [w/ C#] (intermediate), Git (intermediate), Java (intermediate), web development [w/ Javascript, HTML, CSS] (intermediate), C/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, web development