

EDUCATION

Carnegie Mellon University, School of Computer Science

Pittsburgh, PA

Bachelor of Science in Computer Science - Junior

Expected Graduation: May 2021

Current GPA: 4.0/4.0

Notable coursework: Intro to Video Game Analysis, Great Practical Ideas for Computer Scientists, Intro to Computer Systems, "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

RELEVANT EXPERIENCE

Blizzard Entertainment, Hearthstone Initial Design Intern

May 2019 - present

Design new cards and expansions, including mechanics, theme, flavor, art direction, and VO's.

Game Creation Society (CMU), lead game developer, Chief of Operations

Fall 2017 - present

Create a video game from scratch in small teams each semester. Manage club website and 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.

The Game Agency, junior web developer

June - December 2018

Develop and improve corporate training and education games using JavaScript, HTML, and CSS, and tools such as Gulp, GitLab, and Jira. Work with Python and Linux shell scripting.

Teknowledge (CMU), Python curriculum developer and teacher

Fall 2017 - Spring 2018

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

Game Development with Godot Engine, lead programmer

May - June 2017

Worked in a team of 4 to create a story-driven puzzle platformer with original artwork and OST.

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