

## **EDUCATION**

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

**Pittsburgh, PA**

*Bachelor of Science in Computer Science - Sophomore*

*Expected Graduation: May 2021*

Current GPA: 4.0/4.0

*Notable coursework:* Artificial Intelligence and Humanity, Intro to Video Game Analysis, Great Practical Ideas for Computer Scientists, Intro to Computer Systems

### **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**

### **The Game Agency**, junior web developer

*Summer 2018 - present*

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.

### **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.

### **Teknowledge (CMU)**, Python curriculum developer and teacher

*Fall 2017 - Spring 2018*

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

### **Global Game Jam 2018 - Pittsburgh**, gameplay designer and programmer

*January 26-28, 2018*

Worked in a team of 5 to develop game in Unity in 48 hours. Won “Best Theming” Award.

### **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