



Education

Expected May 2017

Rutgers, The State University of New Jersey - New Brunswick

Pursuing Bachelor of Arts in Computer Science & Information Technology and Informatics

Relevant coursework: Data Structures, Calculus I & II, Computer Architecture, Principle of Information & Data Management

Experience

May 2015 - August 2015

SightLogix

Software Engineering Intern

- Revived a firmware testing tool designed for 32-bit systems to be compatible with 64-bit systems and previous versions of firmware.
- Fixed a coordination system simulator that can be repurposed for other tools.
- Integrated the testing tool with Jenkins as a post-build action.

August 2011 - Present

TruePCGaming.com

Content Provider

- Responsible for reviewing video games by playing them for at least 10 hours and producing an article about them.
- Produced in-depth analysis on the technical qualities of each PC game reviewed.
- Represented TruePCGaming.com at IndieCade East 2014 and New York Games Conference 2013.

Extracurricular Activities

July 2015 - Present

Undergraduate Student Alliance of Computer Scientists - HackRU

Director of Marketing

- Responsible for the design and development of the website.
- Led social media campaigns to increase visibility for HackRU on Facebook, Twitter, and Snapchat.
- Answered questions on social media from prospective participants about the events.
- Communicated with participants throughout events to ensure satisfaction.

Skills

Languages

Proficient with: Java, C, Bash

Familiarity with:

Javascript, HTML, CSS, Ruby, Python, PHP, SQL

Software

Emacs, Eclipse IDE, Atom, Brackets, Microsoft Office, Ubuntu, Fedora, Windows OS, Mac OSX, Git, Jenkins

Design: Adobe Photoshop, Illustrator, GIMP, Unity

September 2014 - Present

School of Communication & Information - Rutgers University

Helpdesk Technician

- Handled the installation and setup of Microsoft Windows, Mac OS X, and Linux machines for end-users.
- Functioned as a member on a team that handled computer support requests through phone calls and the internal ticketing system.
- Provisioned and maintained over 200 user accounts through Windows Active Directory.

Other Experiences

- Built a web application with NodeJS that takes travel package information from a collection in MongoDB and return results for a user based on where they are located.
- Provided SMS receiver for a game called "Hack the Planet: The Game" (2015) using Twilio.
- Provided graphics and level design for a game called "Phobia" (2012) made in GameMaker 8.

Other Hobbies & Interests

- Hackathons
- Rutgers StarCraft Club Member
- Building Computers and keeping up with new products in the industry
- Tabletop & Video Games
- Developing Video Games (Unity, GameMaker, or without a Game Engine)
- Photography
- Ultimate Frisbee