

EDUCATION

Chapman University, Orange, CA

Expected Graduation: May 2027

Bachelor of Science in Computer Science, Minor in Game Development Programming

- Notable Courses: Data Structures and Algorithms, Object-Oriented Programming in C#, and Digital Logic Design

TECHNICAL SKILLS

- C#
 - C++
 - Typescript/Javascript
- React/HTML/CSS/Tailwind
 - Python
 - Unity Game Engine
- Data Structures
 - Git/GitHub/SCM
 - Database Management

PROFESSIONAL EXPERIENCE

Lead Programmer & Developer | Sleepy Dog Studios – Remote, United States

December 2022 – PRESENT

- Developing VR horror game using the Unity Game Engine, C#, and GitHub that deploys on Steam and the Meta Horizon Store.
- Managing and maintaining the source code repository, ensuring code integrity and project continuity.
- Leading programming decisions, assisting in driving creative ideas, and coding game features.
- Conducting code reviews on pull requests to ensure quality, performance, and maintainability.

Computer Repair Technician | Denver Public Schools – Denver, CO

June 2024 – August 2024

- Repaired and maintained Lenovo Chromebooks, ensuring devices were fully operational for student and staff use.
- Managed device inventory, tracking repairs, replacements, and deployment across the district.
- Assisted in diagnosing hardware and software issues, providing timely and effective solutions.
- Obtained “Lenovo Qualified PC Service Technician” certification, enhancing technical repair skills.

TECHNICAL PROJECTS

GitHub Desktop (Contributor)

October 2023 – PRESENT

- Contributing to GitHub Desktop to fix bugs, develop new features, and create a better experience.
- Deployed four features that have been approved and merged into production on GitHub Desktop.

PantherGuessr

October 2024 – PRESENT

- Developing a Next.js web app using TypeScript and Tailwind with another developer using GitHub.
- Deploying via Vercel to launch a GeoGuessr-inspired game for our campus with faculty support.
- Maintaining custom REST APIs in the backend to create a better user experience for players.

The Obsessive Shadow

December 2022 – PRESENT

- Leading the programming side of the development of a VR horror game created using C# and Unity
- Collaborating with GitHub and deploying to the Meta Horizon Store and Steam.

ACADEMIC AWARDS, CERTIFICATIONS, AND LEADERSHIP

Hackathon Coordinator | Chapman University Computer Science Club

June 2024 – PRESENT

- Organizes Club Hackathon attendance and answers questions.

Member of Oculus Start Program | Meta/Oculus

February 2023 – PRESENT

- Member of program designed to assist developers in deploying their apps to the Meta Horizon Store.

Lenovo Qualified PC Service Technician | Lenovo

June 2024