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PROFESSIONAL SUMMARY

Motivated, highly-adaptable professional with a strong interest in the use and application of Software Technology, which is central to both my education and career aspirations. I am quality-driven and goal-focused with strong research, planning, and problem-solving abilities. I use my knowledge of technology and organizational processes to improve company operations.

EDUCATION AND HONORS

THE OHIO STATE UNIVERSITY

August 2019 - May 2023

Bachelor's of Science: Communication Technology

Latin Honors: Cum Laude

Dean's List: AU2019, SP2020, SP21, AU22, SP23

SKILLS

Languages Tools

- Java
- SQL
- HTML
- Python
- Ruby
- Shell / Bash
- Microsoft SQL Server Management Studio (MSSMS)
- Maven
- Jenkins
- GitHub/ADO
- GCP (learning)

PROJECTS

Code Combat - Java

A console-based fighting game that reinforces OOP and game logic fundamentals.

- Designed and implemented a text-based RPG game in Java, featuring a turn-based combat system between user-created characters and CPU-controlled enemies.
- Applied Object-Oriented Programming (OOP) principles using abstraction, polymorphism, inheritance, and encapsulation (APIE) to structure player classes, abilities, and item types.
- Developed reusable classes for combat mechanics, input handling, health tracking, and damage calculation.
- Demonstrated clean code practices and modular design to support future extensibility and difficulty scaling.
- Strengthened understanding of Java control flow, encapsulation, and interaction between game objects in a structured environment.

Eddie's Budgeting App - Java, SQL

- Designed and implemented a Java-based command-line interface for tracking income and expenses by category.
- Utilized OOP principles to model transactions, budgets, and user interactions in a modular, extensible structure.
- Implemented data validation, transaction summaries, and categorized reporting using in-memory storage.
 - Plans to integrate a GUI and a web-based front end via TypeScript and HTML.

WORK EXPERIENCE

HUNTINGTON NATIONAL BANK

Software Engineer, July 2023 - Present

- Working in the Commercial Digital Team to help contribute to the evaluation and integration of 4 vendor solutions into company environments by altering them to organization standards and regulations.
- Performing defect triage, root cause analysis, and maintenance of web applications, resolving 8-10 defects per sprint.
- Designing and developing high-quality software solutions using the Java programming language.
- Utilizing **DB2** database management systems for data storage and retrieval, optimizing and managing over 60 SQL queries for thousands of daily database interactions.
- Collaborating with **DevOps** teams to implement and maintain 53 automated build and deployment pipelines using **Jenkins** for quarterly deployments.
- Collaborating with 8 cross-functional teams to gather and analyze software requirements.
- Actively participated in Agile ceremonies with a team of 12, helping increase sprint velocity and card accuracy by 20% over 18 months.
- Access and navigate **Linux**-based systems using tools like Zena and **PuTTY** to troubleshoot backend issues and analyze logs in production environments, helping resolve 73% of critical issues without escalation.
- Collaborated with lead automation developer to build and refine **Ruby**-based test cases, contributing to a 25% reduction in manual QA effort and faster turnaround on regression testing.