

## ***SUMMARY***

Pursuing a B.S. in Computer Science, enrolled at the University of Illinois at Urbana-Champaign as a junior (by credit and degree progression). Experience with a variety of languages and programming paradigms, Linux system administration, as well as proper programming style. Background includes leadership skills and at least six classes worth of programming experience. Hard working and able to learn new skills quickly.

## ***EDUCATION***

- ◆ Bachelor of Engineering in Computer Science, Expected Graduation: May 2017  
University of Illinois at Urbana-Champaign (cumulative GPA - 4.0)
- ◆ High School Diploma, 2014  
Hempfield Area High School (GPA - 4.0)

## ***SKILLS***

- ◆ Languages:
  - Most experience: C++, Python
  - About one classes' worth of experience: C#, C, Java, Ruby on Rails
- ◆ Operating Systems: Linux, Windows
- ◆ Version Control: Git, Svn

## ***RELEVANT EXPERIENCE***

- ◆ Personal Website
  - Used latest standards and frameworks to make an appealing and responsive website
  - Used Bootstrap in conjunction with Javascript, HTML, and CSS
- ◆ CS 196 Group Project
  - Lead 11 other people in collaboratively making a game
  - Responsible for game idea and general architecture
  - Used the Unity Engine, C# as the language of choice, and Git as version control

## ***AWARDS / HONORS***

- ◆ National Merit Finalist
- ◆ James Scholar