

OBJECTIVE	Software Engineer looking to apply learned theory and obtain practical experience through full time employment.
EDUCATION	Rochester Institute of Technology Bachelor of Science in Computer Science, December 2020 Minor in Communication GPA: 3.43
SKILLS	Proficient in C, Java, Python, SQL, Git, AWS, Mac OS, Windows, and Linux. Experience in Swift, C#, C++, Docker, Openshift, Lua, Javascript, MongoDB, and Unity3D.
EXPERIENCE	<p>Raytheon Intelligence and Space Software Engineer II, <i>Omaha NE</i> Jan 2021 - Current Worked on a backend software team to develop ground station software for next generation satellite network. Utilized technologies such as Spring MVC, Docker/Kubernetes, and Openshift.</p> <p>Collins Aerospace Software Engineering Co-Op, <i>Cedar Rapids IA</i> Sept 2018 - Dec 2020 Worked in Military Avionics Flight Displays, on a DevOps team, to support the development of software for aircraft display technologies. Focused primarily on automation of software verification efforts, development of tools to assist other engineers in day to day operations, and continuous build and test both locally as well as in the cloud with AWS. In addition worked on virtual reality experiences of simulated display software.</p> <p>Guardian Life IT and Shared Services Intern, <i>Bethlehem PA</i> Jun 2018 - Sept 2018 Worked on development of an enterprise Java web application that used Spring MVC, Bootstrap, and JQuery. In addition, created data analytics for software incident reports, wrote software to visualize that data, and automated database tasks.</p>
ACTIVITIES	<p>RIT Space Exploration (RIT SPEX) Aug 2016 - Dec 2020 Student Director</p> <ul style="list-style-type: none">• In charge of directing a student-faculty research group of 30+ students in various aerospace engineering projects.• Worked with faculty to provide opportunity and funding for student aerospace projects. <p>Communication Sub-System and \$50 Satellite Team Leader</p> <ul style="list-style-type: none">• Responsible for leading a team in the design of a communications sub-system for a small cube satellite.• Gathered weather images from NOAA satellites in which antennas were designed and manufactured. Wrote software for automation of data collection.• Led a team in the design and preliminary construction of a small satellite based on design from the \$50SAT - Eagle2 project. <p>Collins Aerospace Student Ambassador Aug 2019 - May 2020 Student Ambassador for Collins Aerospace at RIT. Responsible for working in conjunction with HR at Collins in recruiting, hosting student events, and acting as a direct point of contact for interactions between Collins and RIT.</p>
PROJECTS	<p>Augmented Reality Star Viewer, <i>WWDC SCHOLARSHIP 2018</i> Designed and Implemented an Augmented Reality application that won a 2018 WWDC Scholarship from Apple. The application was created in Swift and used data from the open source HYG-Star database to create an AR walkthrough of the known universe.</p> <p>Virtual Reality Stellar Cluster Visualization, <i>RIT SPEX</i> Designed and wrote software in C# and Unity to visualize stellar clusters in VR. Prototype was selected by the Epic MegaGrant program to continue development.</p>
COURSEWORK	• Concepts of Parallel and Distributed Systems • Concepts of Computer Systems • Introduction to Artificial Intelligence • Introduction to Computer Graphics • Operating Systems • Analysis of Algorithms • Principles of Data Management • Programming Language Concepts • Introduction to Software Engineering • Probability and Statistics • Linear Algebra • Business Communications