

## EDUCATION

**School:** University of Washington

**Graduation Date:** June 2023

**Coursework:** Data Structures and Algorithms, Data Modeling/Management/Programming, Cooperative Software Development, Programming Practicum, Web Development/Design, Game Development

## SKILLS

**Languages:** Python, C#, JavaScript, Java, Rust, Lua, HTML/CSS, SQL/NoSQL

**Software/Technologies:** SQLite, PostgreSQL, SQL Server, Git, ASP.NET, React JS/Native, ExpressJS, Linux/Unix, Firebase, MongoDB, Pandas, Jupyter Notebooks, Unity3D

## EXPERIENCE

**Software Engineering Intern**, Gameplay Inc. - San Francisco, CA

**September 2020 - January 2021**

- Collaborated with a team using ASP.NET, React Native, PostgreSQL, and various other technologies to build and maintain a fully featured web and mobile application that provides an efficient way for facilities to lease their fields to local sports teams
- Worked closely with the CTO to plan out the functionality and implementation of features like revenue tracking and information display systems

**Classroom Technician**, University of Washington - Seattle, WA

**September 2019 - January 2021**

- Maintained, troubleshooted, and catalogued technology throughout the UW Seattle Campus
- Planned route logistics to minimize travel time between individual classrooms and maximize efficiency

**Curriculum Designer/Instructor**, Computing Kids - Bellevue, WA

**May 2020 - November 2020**

- Taught Computer and Data Science principles with Python and Java to groups of ~15 children
- Collaborated with other instructors to develop various curriculums for different topics and age groups

**Flight Simulator Technician**, Central Kitsap School District - Silverdale, WA

**June - September 2018**

- Assembled over 50 new flight stations, proficiently using power tools to ensure a safe simulation experience for over 1000 students of the Central Kitsap School District
- Installed and configured Microsoft Flight Simulator alongside sim tools like pedals and control panels

## PROJECTS

**Sub Sinker**

**Unity3D, C#, 3DS Max, Blender**

- A submarine based game that is built on Unity3D and incorporates Unity's UNET to sync actions and states across a network
- Expands on techniques like cellular automata and marching squares to make each playfield a randomly generated environment

**Industry Data Analysis Project**

**Python, Pandas, SciKitLearn, Seaborn**

- Analysis on decades worth of Animation Industry data with over 100,000 personal profiles
- Utilizes Pandas for data manipulation, Seaborn/Matplotlib for data visualizations, and SciKit Learn for Machine Learning models

**Hot Takes**

**ReactJS, ExpressJS, MongoDB, PassportJS**

- A mock social media site that allows users to post their thoughts and react to ones of others
- Features a session based Twitter authentication system on a backend made with ExpressJS

**GoGo Recycling**

**ReactJS, Firebase**

- A web app that provides an easy way for people to come together and share their experiences towards becoming sustainable while giving them helpful tips along the way