
EMPLOYMENT

Software Engineer	Amazon	May 2022– Present
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- Utilized multiple AWS services including S3 buckets, Batch Jobs, Lambdas, and Step Functions to automate pipelines
- Wrote a step function to connect multiple java applications to check if updates were available for prod data, ensuring prod data was always up to date
- Added Cron triggers for various pipelines

Coding Instructor	Create and Learn	May 2020 – October 2021
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Virtual

- Oversaw classes of up to 9 students
- Taught beginner through intermediate concepts in Python and Java
- Helped debug students' code
- Created an advanced class to introduce algorithms and competitive programming to kids

Coding Instructor	Code Ninjas	January 2018 – August 2018
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- Supported kids when stuck on errors
- Coordinated with co-workers during weeklong JavaScript camp
- Constructed computer games to entertain kids

EDUCATION

Columbia, SC	University of South Carolina	Fall 2018 – May 2021
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- B.S.E. in Computer Science, May 2021. GPA: 3.68
- Degree completed in 3 years total
- Undergraduate Coursework: Mobile App Development; Operating Systems; Algorithms; Comp. Architecture; Calculus III.

TECHNICAL EXPERIENCE

- **Memory Game Suite** (2017). Varying memory games where some tiles are highlighted, then disappear after a few seconds, user must click those that were highlighted to progress. C#, Monogame
- **Regex Adventure** (2022). Puzzle game meant to teach regular expressions (regex). Player must find a pattern that only targets enemies. Released and marketed. C#, Unity
- **3D Platformer** (2020-2021). Boss focused platformer game, various attack and movement patterns for each enemy, made with 3 other programmers. C#, Unity
- **15 Puzzle** (2018). Puzzle in which the user must slide tiles to complete the picture. Allowed moving more than one tile at once. C#, Monogame
- **Secret Message Concealer** (2021). Hides large overlapping text in a jumble of small letters, revealed by highlighting all letters in chosen keywords. Came up with the idea and executed. Python

ADDITIONAL EXPERIENCE AND AWARDS

- **First Place, School Codeathon, twice:** 1st place (two different times) in the UofSC Algorithms Coding Contest out of 15
- **Writing Algorithmic Problems (2019-Present):** Wrote coding problems for the UofSC Codeathon, including test case generation, multiple solutions in various languages, writing problem statements
- **Top 20 in FBLA Programming Division (2017):** Placed top 20 nationally in 2D platformer creation contest (made with a partner)
- **Completed All 150 AoC Programming Problems:** One of less than 800 people in the world to have completed all 150 Advent of Code problems (coding Advent calendar). Done over the course of 2 years, used to improve python skills

Languages and Technologies

- Proficient: Python; C#.NET; Java
- Prior Experience: JavaScript, SQL, C++
- Visual Studio Code; Visual Studio; IntelliJ