

SKILLS

- Python programming
- C# programming
- JavaScript programming
- Unity
- Web Development
- Software design
- SQL and Oracle
- Code documentation
- Code optimization
- Spreadsheet design
- Excel and Sheets mastery
- Problem solving
- Communication
- Adaptability
- Active learning

Projects

09/2023 – 12/2023

Esports Stat Tracking Website – Harrisburg University

- Designed and implemented an SQL database to house vast amounts of League of Legends player data
- Constructed a backend to manipulate and aggregate data for display on the webpage
- Utilized Python, HTML, CSS, and Javascript to implement the website

06/2023 - Present

Project Limerence – Harrisburg University

- My passion project, I built a tech demo for a Unity3D and C# Turn-Based Strategy game similar to XCOM
- Implemented UI, UX, and advanced enemy AI to create a seamless gameplay experience

EXPERIENCE

09/2023 – 12/2023

Software Engineer, PA Interscholastic Esports Association– Harrisburg, PA

- Developed systems to automate tournament operations
- Interfaced with clients on identifying user needs and catering to them
- Implemented a custom software to cater to PIEA's individual needs

02/2021 – 06/2021

Youth Coach, Cloud9 Training Grounds – Santa Monica, CA

- Developed a curriculum for coaches to follow when teaching new concepts to teenage students
- Presented weekly lectures on fundamentals for personal improvement in Esports performance
- Coordinated with other coaches to organize events for students to build community connections
- Participated in weekly meetings with staff to reflect and improve on my individual output

EDUCATION

Graduated 05/2024

Bachelors in Computer Science, Harrisburg University - Harrisburg PA

Graduated 05/2020

Associates in Computer Networking, Roosevelt University - Chicago IL