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GitHub



Portfolio



Project Videos



LinkedIn

Professional Summary

Computer Science senior specializing in software engineering and system design. Experienced building cross-language ML pipelines (Python → C#), real-time networked applications, and scalable full-stack systems. Strong focus on architecture, maintainability, and performance-driven development. Actively leverage AI-assisted development tools to accelerate prototyping, debugging, documentation, and system design workflows.

Technical Skills

- Languages: C#, Python, Java, JavaScript, HTML, CSS
- Frameworks & Libraries: .NET, Unity, Blazor, WPF, TensorFlow/Keras
- Tools: Git, Visual Studio, Unity Netcode
- Concepts: Object-Oriented Design, Software Architecture, Networking, Machine Learning, QA Testing

Related Experience

- **Freelance Software Engineer Intern – Gulfstream Services Inc. (May 2025 – Present)**
 - Developed and maintained internal software solutions and client-facing web tools.
 - Collaborated with engineers to improve system reliability and maintainability.
 - Utilized AI-assisted development tools to accelerate feature implementation, refactoring, and debugging workflows.
- **Mobile Game QA Tester – TwinRayJStudios (Oct 2023 – Mar 2024)**
 - Conducted structured testing and documented reproducible bugs.
 - Improved bug reporting clarity and turnaround through systematic reproduction steps and documentation.

Projects

- **Real-Time Networked Application (Unity, C#)**
 - Designed host-client synchronization architecture for multiplayer environment.
 - Implemented state management, projectile pooling, and deterministic gameplay systems.
 - Structured modular AI framework for extensible behavior control.
- **Cross-Language ML Inference Pipeline (Python, C#)**
 - Built model export workflow from TensorFlow/Keras to JSON format.
 - Developed C# runtime inference engine to load and execute exported neural network models.
 - Implemented layer parsing, shape validation, and runtime prediction logic for real-time execution.

Education

University of Louisiana at Lafayette – B.S. Computer Science (Game Design & Development Concentration),
August 2021 – May 2026