

Professional Summary	Versatile Jr. Software Engineer with 2+ years of experience in Agile development, using Java & TypeScript for software development, bug resolution, and optimization. Skilled in technical support. Strong foundation in computer science from university studies, encompassing multiple programming languages, database systems, and algorithms. Eager to leverage coding expertise & contribute to software project success. Loves beautiful code like Python.	
Work Experience	Funraise Jr. Software Engineer <ul style="list-style-type: none">• Worked with an Agile team of developers to create & maintain applications that help nonprofits raise funds & manage donors.• Wrote Java & Typescript (superset of JavaScript) to develop features, fix bugs, & optimize performance.• Acquire Full-Stack knowledge by working with React.js & Typescript in addition to API development.• Contributed to code reviews, feature testing, & documentation.• Provided technical support to clients through database-driven investigation (Postgres), software testing, & expertise.• Utilized JIRA software, BitBucket, PostgreSQL, Docker, etc..	Remote Jun 2021 – Oct 2023 2 years 5 months
	M&Salty's Pizza Café <ul style="list-style-type: none">• Designed menus, website, & advertising materials.• Performed prep work & delivered food to customers.	Springfield, Missouri 2015 – 2021
Education	Missouri University of Science and Technology (Missouri S&T) Bachelor's Degree in Computer Science <ul style="list-style-type: none">• Studied a comprehensive curriculum including programming languages, compiler design, database systems, algorithms, data structures, object-oriented design, & operating systems.• Enhanced skills with courses in theoretical computer science, computer security, & software system development.• Gained experience working with teams on multiple software projects.	Graduated December 2020
	Studied languages: C++, Java, Python, SQL, Bash/sh, MATLAB, C#, C, Lisp, ...	Dean's List Fall 2019
Organizations	ACM Game Developer Team <ul style="list-style-type: none">• Designed games with TypeScript for AI coding competitions.• Coordinated & held coding competitions on campus.	Missouri S&T 2018 – 2020
	Glendale Robotics Club <ul style="list-style-type: none">• Lead programmer in high school FIRST FTC robotics competition team (objectives include manual and autonomous robot control).	Glendale High School Springfield, Missouri 2014 – 2016
Volunteering	FIRST Robotics <ul style="list-style-type: none">• Recorded scores & assisted at high school robotics competitions.	29 hours
	Summer Quest <ul style="list-style-type: none">• Assisted in teaching the basics of robotics to fifth graders.	90 hours
Honors & Activities	Linux (Debian, Ubuntu, Zorin OS) & Windows experience. Magna Cum Laude rank on National Latin Exam.	