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