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Software Engineer L4: Google   12/21-Now
  ○ Engineer in the Google Cloud Marketplace's Search and Discoverability team

Software Engineer: Port of Seattle   5/19-12/21
  ○ Lead dev for 5+ year, multi-million project, Nexus: Angular, Entity Framework, Windows Services
    ❏ Refactored forms: automated initialization, standardized life cycle, improved logging, etc
      ❏ Taught team form paradigm and consulted on use in new Angular projects
    ❏ Presented iteration review+work to shareholders, led iteration planning meetings
    ❏ Improved story creation workflow: reduced QA and business PM turnaround
    ❏ Discovered, consulted on automating, and in charge of resolving UI vulnerabilities
    ❏ Recognized by team and managers for fast dev time
  ○ Port's lead on joint MSFT project using ML to audit idling plane carbon emissions at airport
    ❏ Consulted on data collection prioritization, data ingestion architecture, and ML model

Software Engineer: Epic Systems   6/16-1/17
  ○ Prototyped VB to C# server migration of Anesthesia grid. Maintained JS UI and Mumps DB
  ○ Daily SCRUM, Agile practices, weekly triage. Worked from QA bug and feature backlog

Intern, NetApp: Made Network interface in ONTAP OS using C, GDB, and Wireshark   5/15-8/15
Intern,Baker Hughes: Prototyped Agile Test Driven Dev for C# backup and web wireframes 5/14-8/14
TA, OSU: Graded and tutored graph theory and algorithm analysis 12hr/wk   8/13-6/14
Research Asst, OSU: Studied E2F in liver cancer: used mice, PCR, genome search, 20hr/wk 8/12-6/13

Georgia Institute of Technology: Master CompSci, Specialization Machine Learning   1/17-12/19
Ohio State University: Honors BS CompSci Eng, Bio Minor, Premed, GPA 3.7   8/12-12/15

Projects
WFPB.fit '19: Site for nutrition education. React,Redux static UI +express/aws-lambda backend
BonkToTheFinish '19: Site for runner's blog using Ruby Middleman
CorkBoardIt '19: Team-made social media site. React/Express/SQL. Lead dev, architect, reviewer

RL '18: Implemented a Python DQN agent to solve OpenAI's CartPole & Lunar Lander environments
CV '18: Analyzed media for geometry, motion, tracking, detection, and recognition (OpenCV, Keras)
AI4R '18*: Localized and tracked robot in simulation via Kalman+Particle filters and SLAM
Otto '17: Compared SVM, EM, and Naive Bayes models for analyzing sparse Otto product dataset
NLP '17: Compared KNN/decision tree, K-means/DB-Scan. Used SciKit, MinHash on >60k articles

GoBlaster '21: Bullet hell 2D single-player game published on Steam using Godot 3 engine
Godot Addons '19: Weapons, Lightning, ProgressBar, Key Binding: FOSS Godot addons/plugins - 83☆
Birdu '17: Published hybrid JS/Android app using Cordova written using Phaser.io engine
Phaser UI '17: FOSS plugin of UI components for the Phaser.io game engine - 33☆
Android '14-16: FunGroups, CrashBoomBop, Jasig: game apps via SQLite, sensors, custom game engines
rePAWster '16: PRAW Bot to search Reddit and repost pet photos. Deployed on Linux via DigitalOcean