

**Software Engineer: Port of Seattle**

5/19-11/21

- 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. Made web wireframe

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

WFPB.fit '19: Site for nutrition education. React, Redux static UI +express/aws-lambda backend

CorkBoardIt '19: Team-made social media site. React/Express/SQL. Lead dev, architect, reviewer

BonkToTheFinish '19: Site for runner's blog using Ruby Middleman

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, Tensorflow)

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 to Steam using Godot 3 engine

Godot Weapons '19: FOSS plugin with easily integration API for bootstrapping weapons in Godot 59☆

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☆

Jasig '16: Bullet hell 2D one player Android App published on Google Play with custom written engine

FunGroups '15: Android app to display chemistry flashcards and quiz, data stored in SQLite.

CrashBoomBop '14: Android game processing accelerometer data to determine user actions.

rePAWster '16: PRAW Bot to search Reddit and repost pet photos. Deployed on Linux via DigitalOcean