

Education

University of California, Berkeley

May 2025

Master of Engineering, Computer Science - Visual Computing and Graphics

GPA: 3.9, Courses: Machine Learning, Data Science, Computer Vision, Parallel Computing, Graphics

Minnesota State University, Mankato

May 2023

Bachelor of Science in Computer Information Technology and Economics Minor

GPA: 4.0, Honors Program

Work Experience

Researcher 2

March 2025 – Present

University of California, Berkeley

- Project managed 3-5 developers, coordinating tasks between teams and timelines to ensure project milestones were met.
- Designed and implemented systems across backend (Go, AWS), frontend (React, Typescript), and Unity (C#) codebases, integrating Agora video calling, Clerk authentication, AWS App runner & databases, and multi-provider AI (Gemini, OpenAI, Bedrock).
- Prototyped novel rehabilitation system using multi-model AI systems to generate and monitor personalized therapy exercises.

Embedded Software Engineer

January 2023 – August 2024

AGCO | Remote/Jackson MN

- Designed and implemented maintainable, testable C++ solutions for complex tractor embedded systems, applying software design principles to create extendable architectures while effectively balancing run-time and memory constraints.
- Reliably completed 2-3 user stories per sprint, contributing to a team wide 90% completion rate of committed objects in Agile projects.
- Collaborated cross-functionally with engineers, QA, 3rd party vendors, product owners, and scrum masters to seamlessly integrate software to end-users on a predictable schedule.

Software Engineer Contractor

November 2021 – August 2022

Thomson Reuters | Remote

- Developed & released 1 profit-generating web development feature in Java.
- Collaborated with senior developers to solve 1-5 bugs weekly in an effective & timely manner.

Project Experience

Medical Evacuation Wargame

Fall 2024 - Present

- Led development of Unity-based medical evacuation wargame training simulation deployed at Fort Rucker's Medical Evacuation Doctrine Course, a multiplayer RTS system supporting 5+ players.
- Used by 100+ military students across 5+ cohorts with 100% recommendation rate for continued use.

Indie Game Developer

January 2023 - Present

Self-Employed | [Steam Page](#)

- Achieved 100,000+ downloads across five games and millions of views from YouTubers, including Markiplier, showcasing successful projects with high engagement.

Technical Skills

- **Languages:** C#, C++, Python, SQL, Java, JavaScript, R
- **Other:** Unity, React, Node.js, Git, GitHub, PyTorch, Jupyter Notebook, Pandas, Scikit-learn, Selenium, MATLAB, Simulink, Docker, OpenGL, Linux, HTML & CSS, CAN, Jenkins, Postman, Agile, CI/CD