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## Education

Princeton, NJ	Princeton University	Fall 2015 – May 2019
Bachelor of Science in Engineering - Computer Science		
<ul style="list-style-type: none"><li>• Current GPA: 3.52 of 4.0</li></ul>		
Relevant Undergraduate Coursework		
<ul style="list-style-type: none"><li>• Past: General Computer Science; Data Structures &amp; Algorithms; Computer &amp; Electronic Music through Programming; Multivariable Calculus; Electricity &amp; Magnetism</li><li>• Current: Introduction to Programming Systems; Introduction to Logic Design; Linear Algebra</li><li>• Upcoming Spring (Tentative): Advanced Programming Techniques; Reasoning About Computation</li></ul>		

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## Employment

Research Assistant	Snyderphonics	2016 – 2017 Academic Year
Electronic Instrument Design & Development   C, JavaScript   <a href="http://www.snyderphonics.com/">http://www.snyderphonics.com/</a>		
<ul style="list-style-type: none"><li>• Assisting in the production of novel electronic instruments and installation pieces.</li></ul>		
Software Developer, Intern	Analytical Graphics Inc.	Summer 2016
glTF Pipeline   JavaScript, Node.js   <a href="https://www.npmjs.com/package/glTF-pipeline">https://www.npmjs.com/package/glTF-pipeline</a>		
<ul style="list-style-type: none"><li>• Created command-line interface for client-end use of glTF-Pipeline stages.</li><li>• Implemented 3D-model cache optimization stage, increasing frame rates by up to 100% in vertex-bound cases.</li><li>• Implemented pipeline stage to generate normals for input models which lacked proper vertex normals.</li><li>• Refactored asynchronous (callbacks) code to use promises.</li></ul>		
Cesium.js & Cesium Cloud   JavaScript   <a href="https://cesiumjs.org/">https://cesiumjs.org/</a>   <a href="https://cesiumjs.com/">https://cesiumjs.com/</a>		
<ul style="list-style-type: none"><li>• Resolved bugs in the Cesium.js 3D globes library and Cesium Cloud front-end in support of the Cesium Cloud beta launch.</li></ul>		
STEM Intern	National Security Agency	Summer 2015
<ul style="list-style-type: none"><li>• Implemented various cryptographic methods in Cryptol (Haskell-based domain specific language).</li><li>• Produced <math>\LaTeX</math> literate specifications of Cryptol implementations.</li></ul>		

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## Projects

WebSynth	<a href="http://becker.codes/WebSynth">http://becker.codes/WebSynth</a>	Summer 2016
<ul style="list-style-type: none"><li>• A dynamic subtractive synthesizer built into a single webpage.</li><li>• Stack: JavaScript, p5.js   Source: <a href="https://github.com/JoshuaStorm/WebSynth">https://github.com/JoshuaStorm/WebSynth</a></li></ul>		
Zenith	<a href="http://www.reachzenith.com/">http://www.reachzenith.com/</a>	Winter 2015
<ul style="list-style-type: none"><li>• A health app for improving one's mental focus and emotional well-being.</li><li>• Developed with a team at Princeton University following a successful hackathon.</li><li>• Stack: Swift, Xcode, Firebase, Mixpanel   Source: <a href="https://github.com/sebthede/Zenith-iOS">https://github.com/sebthede/Zenith-iOS</a></li></ul>		

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## Selected Additional Experience and Awards

- Princeton Computer Science Grader & Tutor - General Computer Science (COS126)
- MIT Online Science, Technology, & Engineering Community Alumni
- Northrop Grumman Engineering Scholar

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## Languages and Technologies

- Most experienced with JavaScript and Java.
- Some experience with C, Python, Haskell, and Swift.
- Comfortable in Windows, Mac OS, and most Linux distributions.
- Proficient with Git version control.