**Education**

* Midwestern State University(MSU), Wichita Falls, Texas.
  + B. S. Computer Science. **GPA**: 4.0 - **Anticipated Graduation Date**: May 2018

**Skills**

**Programming languages**: OpenGL, C++, C#, Python, HTML, CSS, JavaScript, MySQL, PHP.

**Projects**

*Interactive Computer Graphics*

* Created simple model viewer (Using **OpenGL** with **C++**, GLUT, ANGEL library).
* Terrain rendering from a height map with water simulation around it.
* Implemented a flying camera for first person exploration.

*Test Case Suite Application*

* Developed **C#** Windows Form Application to test code.
* Parses C++ source code; suggests appropriate test cases & drivers to the user.
* Worked as **team leader** applying **Software Engineering principles** (**Agile** process model).

*Inventory Application*

* Developed a Windows **C#** application using a **Multiple Document Interface(MDI)** for keeping inventory for multiple businesses.

*The Fast Fourier Transform (Cooley-Tukey Algorithm)*

* Implemented **Fast Fourier Transform** radix-2 DIT case (**C** & **Cuda**).
* Compared & measured improvement in efficiency between **C** & **Cuda** implementation.
* Code compiled & executed on Texas Advanced Computing Center’s Maverick with 132 NVIDIA Tesla K40 GPUs.

Personal Website

* Built website for holding personal projects, applications, & resume with **HTML**, **CSS**, **JavaScript.**
* Working on developing a blog with content management system (**PHP** & **MYSQL)**.
* Planning to incorporate a forum.

*Brick Breaker Game*

* Developed 2D brick breaker game with different levels in **Unity 3D** using **C#** scripts.
* Published on the Google Play App Store.

*Super Diamond Box Platformer Game*

* Developed web page games using the **Phaser HTML5** 2D game framework & **JavaScript**
* Configured for play on mobile devices.

**Research & Experience**

* "Virtually Bolin" Team Research Project
  + Creating a **virtual reality** experience of Bolin Science Hall at MSU using the Oculus Rift.
  + Created models using Blender & wrote scripts in **C#** for use in **Unity3D.**
* Programming Team
  + Participated in the ACM-ICPC South-Central Region Programming Contest 2016
  + Solved over 50 problems on the UVA Online Judge website.
* Computer Science Lab Tutor
  + Tutor Computer Science students & help them with their projects.

**Awards & Activities**

* Midwestern State University’s 2017 Hardin Scholar Finalist
* Midwestern State University’s 2016 Clark Scholar Finalist
* Louie Huffman Computer Science Scholarship 2017
* Presidents Honor Roll: Fall 2014 - 2016, Spring 2015 - 2017
* **Senator**, Association of Computer Machinery at Midwestern State University.