

Development Skills

Java (4 years), **Git** (3 years), **JavaScript** (3 years), **Linux** (2 years), **TypeScript** (2 years), **C++** (3 courses), **Angular** (1 year), **Android** (1 course), **Python** (1 course), **SQL** (1 course)

gotten

Front-End Development (2 years), **Back-End Development** (2 years)

Familiar: React, React-Native

Education

Honors College Bachelor of Science in Computer Science

May 2021

University of Arkansas, Fayetteville, AR

GPA: 4.0

Minor: Mathematics

Selected Coursework: Software Engineering, Computer Networks, Mobile Programming, Database Management, Algorithms, Operating Systems, Programming Paradigms, Programming Foundations II, Programming Foundations I
Current Enrollment: Mobile Programming (Android), Algorithms, Computer Networks, Operating Systems, Database Management

Experience

Amazon AWS IoT Device Gateway Software Development Engineering Intern

Summer 2019

- Implemented distributed throttling solution on a highly scalable web service blah blah blah blah
- Worked as part of a team to make design decision based on facts

Recent Projects

Crowd-Source Machine Learning Data Model Labeling Android Application

Current

- Developing an Android application to enable crowd-sourced data model training similar to Google Surveys of Recaptcha for machine learning models

Software Engineering Employee Checkout Web Application

Spring 2019

- Implementing a shopping cart and checkout application with Node JS Express backend, Angular web application, and PostgreSQL database
- Worked with team of student developers

Energy Saver Hackathon Project

Spring 2019

- Worked with a team to develop an application designed to save money on electrical costs targeting factories and warehouses
- Allowed for remote powering of electrical devices and appliances and energy cost estimates based on average energy cost for the area retrieved from a GPS module

To-Do List Android Application

Fall 2019

- Built an application that allows the user to create, delete, update, and read To-Dos on their To-Do List as well as schedule notifications for due dates and mark as complete
- Implemented using Android Studio, local SQLite database

Mario Multiplayer and Android Project

Fall 2018

- Learned Java and advanced programming practices by creating a clone of Mario using OOP principles
- Implemented polymorphism, deep recursion, and various other Programming Paradigms
- Developed Java backend server in order to create a multiplayer experience within the game
- Created JavaScript front end that communicates with server to allow multiplayer capability
- Implemented the Mario Project into Android Studio to create a working Android App

Organizations

Association of Computing Machinery (ACM) Member

Fall 2018 - Present

- Involved in social and educational events for Computer Science students designed to improve development skills as well as network

Fellowship College Registered Student Organization President

Fall 2017 - Spring 2019

- Organized on-campus social and outreach events for Fellowship Bible Church
- Led team of student leaders