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| Education: | Pennsylvania State University, Erie PA  B.S. in Software Engineering Minors in Computer Science and Management Info Systems  GPA: 2.95 Expected Graduation: May 2017 |

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| Skills: | Extracurriculars: |
| Concepts:  Linear Programing, Object Oriented Design,  Software Architecture and Design Patterns,  UML Diagrams, Use of Relational Databases, Computer Networking, Software Testing, Agile development, Rapid Prototyping  Languages:  Experienced with: C#, Java  Familiar with: C, C++, HTML, PHP, CSS, JavaScript, JQuery, SASS, MIPS Assembly, ASP.NET, Python | **Clubs and Organizations:**  President, Association for Computing Machinery  From 2016 - 2017, Member Since 2014  Active Member, Game Developers Club  From 2014 - 2017  **Hackathons:**  Organizer and Participant of Local Hack Day  Participant at BrickHack  Winner of COIL/EdTech Challenge and IBM - Watson Challenge at Hack PSU |

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| Experience: | | |
| Digital Brandtern, Gatesman+Dave // Pittsburgh, PA | May 2016 – August 2016 | |
| Developed webpage to improve clarity and understanding about the Brandtern program for internships. This was accomplished by creating an interactive company map from an SVG image which drops down a video explaining the different positions and what the current brandterns did in their time there. This utilized SASS, PHP, and JQuery to accomplish most of the page’s functionality. | | |
| QA & Product Development Intern, Club Prophet Systems // Pittsburgh, PA | | August 2013 – August 2015 |
| Created technical requirements for new features, running through the company’s regression test of the software documenting any bugs. Reworked the regression old regression tests to account for new and updated functionality. Lead the designing of the company’s Online Reservation web application. | | |

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| Projects: | |
| MuZe Streaming: | Winter 2015 |
| This application was created using Java. The system utilizes RTSP, RTP and FTP to provide users with the ability to stream music to a group of users and share the music they want to listen to in a RTP session. The users were also able to chat to one another as well as download the files available from that session. The users are able to use the IP address of the server machine to connect and be added to the session. | |
| Note Your Problem: Fall 2016 | |
| This project utilized express.js, as well as some other JavaScript libraries, HTML, CSS. The idea behind this project is to allow a user to record a lecture/speaker and from the audio first translate this speech to text, in real time as this is happening the text is being sent through the Alchemy API and returning some of the key concepts of the text. We then create inline links to additional resources about the key concepts though the Wiki API. | |