

Education — Texas A&M University (May 2018), College Station, TX

- **Degree Info:** B.S. in Computer Science, Minor in Music. (55 hours, 3.5 GPA)
- **Previous Studies:** data structures and algorithms, programming language paradigms, multithreading, computer architecture, discrete mathematics.
- **Current and Scheduled Studies:** computer graphics, artificial intelligence, operating systems.

Knowledge and Skills

- **Proficient:** C, C++11, C#, Java, Python, Git, Vim, Unit Testing, debugging (gdb), Linux command line.
- **Familiar:** JavaScript/Web, Azure, AWS, distributed systems, microservice models, games, writing.

Professional Experience

Microsoft — Software Development Engineer Intern — PowerApps Platform (Bellevue, WA – Summer 2016)

- Initiated and participated in cross-team discussions concerning shared APIs and responsibilities.
- Prototyped Azure-based systems and utilities, then iterated using code reviews and consumer feedback.
- Researched and documented potential solutions and enhancements for future software releases.

TAMU College of Engineering IT — Student Technician (College Station, TX – September 2014 to May 2016)

- Provided technical assistance to department faculty, staff, and students.
- Maintained and enhanced existing hardware and software installations.

Epoch Labs — Software Developer Intern (Austin, TX – Summer 2015)

- Developed features and bugfixes for a distributed high-availability NoSQL KV-Store in C++11.
- Designed and implemented protocols and functionality on networked clients and servers.
- Composed technical documentation for usage of public-facing library.

Projects and Personal Experience

RadicalQuest — Browser-Based Multiplayer Strategy Game (Spring 2016)

- Designed, implemented, and conducted user studies for multiplayer online game with team.
- Maintained ownership of server-side implementation (C++) and all network communication planning.

Relational Database Engine (Spring 2016)

- Designed, implemented, and constructed tests for a custom relational database engine with team.
- Implemented build/test infrastructure and designed nested relational algebra system.

Hackathons and GameJams

- **Deadbeat @ HackRice Hackathon** — Browser-Based Rhythm Game (Spring 2016)
- **Lapis @ UH CodeRED Hackathon** — Azure Based Minecraft Hosting System (Fall 2015)
- **Keep Swimming @ TAMU GameJam** — Team Best Overall Game (Fall 2014)
- **Ludum Dare 24/25 GameJams** — C++/SFML games in 48 hours (solo) and 72 hours (team) respectively.

Miscellaneous

- **TakmoPort** — Server-side Minecraft teleportation plugin written in Java.
- **Linux Server Administration** — Secure and maintain servers for personal website, games, and more.

Interests: Web-scale systems, game development, interactive media (especially music), education.