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## EDUCATION

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**The University of Texas at Austin**, Austin TX

Bachelor of Science in Computer Science: Expected Graduation (Class of 2019)

*Relevant Coursework:* Data Structures, Discrete Mathematics.

## TECHNICAL SKILLS

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**Languages:** Experienced in **Java 8** (5 years), **Python 3.X** (2 years), **JavaScript** (2 years).

Competent in **C#, Ruby, Lisp, Unix Shell, LaTeX, HTML5, CSS.**

**Experienced with:** Client & server development, front and back-end web development, object-oriented design patterns, data structures & algorithms.

## PROJECTS

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**JavaFX Tutorials** (2016): (*Freelance Work*) Wrote a curriculum of twelve tutorials for intermediately advanced computer science students geared towards teaching JavaFX 8. Written in markdown and converted to web.

**iVanhoe** (2016): (*Freelance Work*) Created a separate Server and Client project to simulate a very complicated board game called Ivanhoe. Utilized many of Java 8's functional features, which simplified writing action card effects and special events.

**Neurava** (2015): Built an extensible neural network library using Java. Most elements were written with the intent for the developer to implement their own interchangeable pieces.

**Vymau** (2015): Using Python, created an experimental interpreted object-oriented programming language. Some of the language's features included fixed arity functions and polish notation expressions.

**Javange** (2014): Abstracted game engine built in Java Swing. Implemented a fully functional platform game to demonstrate the engine's power. Features included sound, changing game-state, streamlined graphics and collisions using a quad-tree.

**Field-of-Sound** (2014): Constructed a simple web application that was highly beneficial to the Klein ISD marching bands. Used math and physics to calculate sound delay from various points on field to align the band.

**BugHouse Chess** (2014): Trio hackathon project. Used Java Swing to enable two players to connect over network and play simultaneous chess games with esoteric rules. **Awarded "Best Game"** at Code Day Hackathon.

## AWARDS

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- Computer Science UIL **team leader**. *District:* 1<sup>st</sup> placed team (2015 and 2016), *Regional* 1<sup>st</sup> placed team (2015 and 2016), 6A State 4<sup>th</sup> placed team (2015), 6A State 3<sup>rd</sup> placed team (2016)
- Houston HP CodeWars (novice 4<sup>th</sup> 2013, advanced 6<sup>th</sup> 2014, advanced 4<sup>th</sup> 2015)
- AP Scholar with Distinction

## COMMUNITY INVOLVEMENT/LEADERSHIP AND EXTRACURRICULAR ACTIVITIES

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- **Eagle Scout** (2015): Served on many BSA service projects and held various leadership positions.
- Participant in **conservation projects** and other Scouts' Eagle Projects (2013-15)
- Drumline **Leader** of High School Marching Band – organizing rehearsals, events, and planning (2014-16)
- **Program coordinator** and drum **tutor** in Drum Club for Middle School Students (2014)
  - Performed a two hour show at Millbend Coffeehouse to raise \$1,335 for Montgomery County Women's Center (Drumset, Church Band) (2015)
  - Performed a set for the Arts and Actions Festival for 'Court-Appointed Special Advocates for Children'
- **President** of High School Computer Science Club (2014-16)
- Association for Computing Machinery (**ACM**) member
- Information Systems and Security Society (**ISSS**) member
- Engineering Chamber Orchestra (**EChO**) percussionist
- Competitive Programming: TopCoder, CodeForces, **State UIL finalist** (2015, 16)