# Education

## University of Houston August 2014 - Present

*Major*: Computer Science, *Minor*: Mathematics   
*Coursework includes*: Data Structures, Operating Systems, Algorithms and Data Structures, Linear Algebra, and Discrete Mathematics.

## Westchester Academy for International Studies August 2010 -June 2014

*HS Diploma:* International Baccalaureate Certificate

# Experience/Projects

## Unreal Engine Project June 2016 - Present

* Working in a four person group to create a 3-d 3rd person action game in Unreal Engine 4. Used blue prints and coding to make a character move, jump, punch in the environment.
* Learned to use the blue print system and code to effect characters in Unreal.

## Game development in Unity March 2015 - May 2015

* Learned to create environments in Unity, created and coded my own simple game in c#.

## Data structures project December 2014 – January 2015

* Created my own Binary Search Tree, Linked List, Queue, and hash function to store nodes of data.
* Learned how data structures worked from the ground up.

## Randalls September 2012 - Present *Cashier/Front end Manager*

* Worked as a Cashier at Randalls.
* Trained multiple co-workers.
* Most importantly learned responsibility and team work.

# Skills

* Microsoft Word and Powerpoint processing.
* Linux/Unix, c++, Java, Python
* Familiar with R studio, Unity, Unreal Engine 4