

## SKILLS

### Languages

C++      C#  
Kotlin      Java  
Python      Ruby  
Go      Matlab

### Experience

Image Processing  
Computer Vision  
Machine Learning  
Game Development

### Environments

Unity  
Unreal Engine  
Android Studio  
Windows and Unix-like

## EDUCATION

Bachelor of Science in Computer Science  
UNC Charlotte

Concentration in Intelligent Systems  
Minor in Business  
3.5 GPA

## RELEVANT EMPLOYMENT

Research Assistant  
College of Computing, UNCC

Charlotte, NC  
May 2016 – August 2016

I developed a GPU-accelerated Particle Filter for use in tracking moving objects in video. This work was done as part of a project to create a fast and dynamic object tracking system. Parallelizing for GPU significantly accelerated the task over conventional serial methods. Prototyping of the initial Particle Filter was done in Matlab. The final version was built in C++ using the ArrayFire library.

## OTHER EMPLOYMENT

E-3, Fireman, Electrician's Mate  
United States Navy

Chicago, IL  
Jan 2014 – Mar 2014

Electrician's Mate in the Nuclear Field  
Left with a Medical Separation

Manager  
Pizza Hut

Winston-Salem, NC  
Jan 2013 – Dec 2014

I managed the team members during my shift, handled opening and closing operations for the store, and dealt with customers directly to resolve any quality or service issues they might have encountered. I filled every role in the store when needed. I also handled transactions and cash deposits.

## **AWARDS AND RECOGNITION**

Second Place in Research Showcase — College of Computing, UNCC

Chancellor's List and Dean's List — College of Computing, UNCC

Eagle Scout — Boy Scouts of America