

EDUCATION

Tufts University, Medford, MA, May 2019

Bachelor of Science in Computer Science

Bachelor of Arts in Physics

GPA: 3.19

Relevant Courses: Data Structures, Electronics, Optics, Machine Structure and Programming, Algorithms, Web Programming, Programming Languages, Modern Physics, Game Design

SKILLS

Programming Languages: C, C++, Java, Python, HTML, CSS, Javascript

Other: Unity, Git, L^AT_EX, React, OOP, Testing, Atom, Sublime Text, Vim

PROGRAMMING EXPERIENCE

Truss Technology Corp. *Javascript Software Engineering Intern* 6/2017 - 7/2017

- Created user-friendly interfaces in React that communicated with the company's databases.
- Designed and implemented projects with other software engineers that allowed clients to communicate with their contacts more easily.

Light Cycles *Competitive online strategy game, Web Programming Final Project*

- Designed a backend system that pairs players together and handles each player's moves, communicating to each player the state of the game to ensure a synced game.
- Built the frontend in Phaser.io with another student.
- <https://light-cycles.herokuapp.com>

Universal Machine *Emulator of Turing complete machine, Mach. Struct. and Prog. Project*

- Designed with a partner an emulator with 14 base commands that takes in and runs appropriately formatted scripts.
- Built the project in C, eventually optimizing it by redesigning the program architecture, building faster data structures, and stooping to various dirty tricks.

OTHER EXPERIENCE

Machine Structure and Programming Teaching Assistant 1/2017 - Present

- Review and give feedback on project designs written by students.

Assistant to the Lab Coordinator in the Physics Department 9/2015 - 12/2016

- Set up labs for department classes.

INTERESTS

Programming, Game Design, Worldbuilding, Percussion, UI, Web Development