

EDUCATION

Tufts University, 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, \LaTeX , React, OOP, Testing

RELEVANT EXPERIENCE

Truss Technology Corp. *Javascript Software Engineering Intern* 6/2017 - 7/2017
Worked in React to create user-friendly interfaces that communicated with the company's databases.

Worked with other software engineers to design and implement projects to provide new services to customers and update existing projects in React.

Light Cycles *Competitive online strategy game*

Designed a backend system that pairs players together and handles each players' inputs, collecting each players' button presses and sending out the moves to keep the games synced.

Designed and coded the frontend in Phaser.io with another student.

<https://light-cycles.herokuapp.com>

Universal Machine *Emulator of Turing complete machine*

Designed with a partner an emulator with 14 base commands that would take in and run appropriately formatted scripts.

Coded 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