

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: React, Git, L^AT_EX, Unity, 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.

Road Trip Advisor *React-based web app, TripAdvisor Award Winner, Polyhack 2017*

- Designed a web app that takes a start and end point and walks the user through selecting several points of interest on the route between said points.
- Designed and built the frontend in React with another student, using the Google Maps API to render the map and produce the final route.
- <https://road-trip-advisr.herokuapp.com>

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>

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