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EMPLOYMENT

Web Developer **GoPaperless Solutions** **March 2015 – Sept 2016**

- Backend (C#) and frontend (JS, HTML, CSS, jQuery) development within the .NET framework.
- Improved application scalability by implementing a distributed processing architecture. Moved our core document processing from web servers to applications servers using Quartz scheduler and asynchronous call backs (AJAX).
- Created stored procedures in Microsoft's SQL server to access and manipulate large system databases.
- Implemented a responsive mobile interface for our signing ceremony control using bootstrap.
- Followed SCRUM agile development framework.
- Participated in peer code reviews.

EDUCATION

Santa Cruz, CA **University of California Santa Cruz** **Fall 2010 – Fall 2014**

- B.S. in Computer Science. GPA: 3.4.
- Relevant Undergraduate Coursework: Computer Systems and Assembly Language; Algorithms and Abstract Data Types; Advanced Programming; Software Engineering; Comparative Programming; Analysis of Algorithms; Compiler Design; Operating Systems.
- Dean's List: Winter 2012, Winter 2013.

PROJECTS

- **IBM Polymer Recognition Software:** Worked with a team of 6 on an IBM sponsored software engineering project over the course of 20 weeks. Collaborated closely with IBM computational chemists to add polymer detection to the open source image recognition software OSRA (C++).
- **Dean's Undergraduate Award:** Recognized by UC Santa Cruz for our achievements in the Polymer Recognition research project.
- **ASEE Student Paper Award:** Honorable mention at ASEE Zone 1 Conference for joint authored paper - Dynamics of a Cross-Disciplinary Corporate-Sponsored Undergraduate Computer Science Project.
- **Agile Development:** Experienced with SCRUM - an agile software development framework. Practiced throughout IBM Polymer Recognition project.
- **Hackathon:** Worked in team of 4 on a web calendar application for local community events for UCSC weekend hackathon. Concentrated on HTML and CSS.
- **HTML5 Game:** Worked in a team of 4 to create a HTML5 2D platformer game in a 10 week quarter.
- **Global Game Jam 2015:** Participated in the 2015 Global Game Jam in a team of 4 to create a playable HTML5 game over the course of one weekend.

LANGUAGES AND SKILLS

- Proficient in C#; C++; JavaScript; HTML; CSS; SQL Server; Git; jQuery; AJAX.
- Experienced in C; Lua.