

Professional Summary:

Software engineer and former educator looking to contribute impactful solutions and energetic leadership. Seeking a software development role at a company that values people who are ambitious, high-achieving, and strong collaborators.

Technical Skills:

C#, .NET 6, VB, SQL, SQL Server, HTML, CSS, JavaScript, React, Responsive Design, Data Structures, Algorithms, Visual Studio, Postman, IntelliJ, Git, GitHub, Unit Testing (JUnit), E/R diagrams, Unix

Professional Experience:

Fast Enterprises; Baltimore, MD

March 2023-March 2024

Software Engineer/Implementation Consultant

- Developed features and bug fixes for the Maryland Motor Vehicle Administration software system
- Beat expectations for ticket velocity for experienced engineers by 20% immediately after onboarding
- Converted the code base from VB to C# from June onward while still completing tickets in spare time
- Newest team member to be selected for the conversion team mostly consisting of more experienced engineers
- Collaborated with external interface partners to modify and test APIs during conversion project
- Led training on API testing with Postman for fellow Fast engineers and state-employed engineers

Great Oaks Career Campuses; Cincinnati, OH

August 2021-July 2022

Engineering Teacher

- Directed a career tech program at Mt. Healthy High School to prepare students for careers in STEM
- Taught Robotics and Engineering courses that featured coding fundamentals

Mt. Healthy High School; Cincinnati, OH

August 2020-July 2021

Science Teacher

- Taught Physical Science, Honors Physical Science, and Honors Physics courses

Other Technical Experience:

Pet Play Pals - created a full stack app with an agile team for users to find and join pet play dates in their area. Vue.js, Spring Boot, and PostgreSQL were used along with Google Maps Javascript API, Geocoding API, and Firebase

Venmo Backend - created a functioning REST API, server, and database for a Venmo-like application using Java with Spring Boot, PostgreSQL, and JUnit integration testing. API endpoints were tested with Postman

Outrun Hell - independently created a “text-based adventure game” that utilizes Object-Oriented Programming Principles with Java as well as unit testing (JUnit 5)

Vending Machine Application - created a command line vending machine program with a partner that utilized Object-Oriented Programming Principles, Java, unit testing (JUnit 4), and file I/O

Education:

Tech Elevator

July 2022-October 2022

- Completed 14-week full stack coding bootcamp learning how to create dynamic web-based software systems using Java and providing 700+ hours of development education and application
- Declared “unpaid TA” by fellow classmates due to regularly spending hours after class tutoring peers

The University of Cincinnati

May 2020

- Bachelor of Arts in Physics, 3.78 GPA; Awarded *Cincinnatus Excellence Scholarship*