

PROFESSIONAL SUMMARY

Software Engineer with over 5 years of experience, adept at crafting cutting-edge user interfaces and real-time data systems. Demonstrates expertise in JavaScript frameworks such as Angular and React, alongside proficiency in game development using Unity and C#. Passionate about leveraging technical expertise to drive innovation and enhance user engagement in dynamic environments.

EMPLOYMENT HISTORY

MAR 2023 - PRESENT

Senior Software Engineer, Integer Technologies, Columbia, SC

- Engineer user interfaces for naval systems using Angular, significantly elevating functionality and enhancing user satisfaction through intuitive designs.
- Develop and implement a NodeJS REST API complete with WebSockets, significantly boosting system responsiveness and real-time data processing.
- Craft interactive 3D electrical diagrams in Unity, advancing user engagement and system clarity.
- Write reports, draft presentations, and perform live demonstrations for VIP navy and government personnel.

MAY 2020 - MAR 2023

Software Engineer, Krumware, Columbia, SC

- Deployed and maintained services using AWS and Kubernetes/Docker infrastructure ensuring seamless and reliable operations.
- Developed bespoke front-end UIs with React and Vue, significantly enhancing user engagement and functionality.
- Integrated Postgres and MySQL with custom built REST APIs optimizing data flow and improving system efficiency.
- Maintained legacy PHP/jQuery code while transitioning to modern frameworks, ensuring smooth migration.
- Partnered with cross-functional teams to gather requirements, ensuring project alignment and delivering solutions that met client needs.
- Mentored junior developers, fostering a culture of learning and enhancing team productivity through knowledge sharing.

EDUCATION

AUG 2017 - DEC 2020

Bachelor of Science in Computer Science, University of South Carolina, Columbia, SC

Magna Cum Laude

PROJECTS

GeoNova Gaming

- Volunteer with a team of engineers and artists to build a comedic-action game in Unreal Engine.

Little Light

- Casual adventure game centering around sharing light in a dark world, from thatgamecompany X COREBLAZER GAME JAM 2025 with the theme of "generosity".

Otter Onslaught

- Roguelike, shoot 'em up, arcade style game. Survive endless waves of increasing and random enemies with random power ups each wave.

Graveyard Shift

- Walking simulator horror game where you play as a groundskeeper at a graveyard on Halloween night.

Otter Adventures

- Pokémon style game where main character, an otter, fights against other river animals. Level up to increase stats and learn new attacks.

Dodge Car

- First Unity game with a car moving forward on a platform dodging obstacles with 10 hand build levels increasing in difficulty.

CERTIFICATIONS

- Unity Certified User: Programmer (2024)

SKILLS

JavaScript

React

Angular

Version control using Git

RESTful APIs

Game development with Unity and C#

C#

Python

Postgres

MySQL

Docker

Kubernetes

AWS

Mentoring

Ability to work under pressure and meet deadlines

LINKS

[Project Portfolio](#)