

## Skills

- C/C++ Development
- Graphics Programming
- Game Development
- Python Development
- Library Development
- Web Development

## Experience

### **Standard Library Developer** – Sand Programming Language

07/2020 – 10/2020

Worked on the Standard Library for the Sand Programming Language. Created things such as WinAPI support and extended printing functionality for the language

### **Developer** – T-Rex Game Clone

08/2020 – 08/2020

This was a competition to create a clone of the Google Chrome T-Rex Game in a language called C# by Microsoft using a game framework called MonoGame.

### **Developer** – SeaJam

10/2021 – 11/2021

SeaJam was a charity game competition made to support TeamSeas. My entry was a game called AquaJele, it's a fast-paced high-score based game where you have to attempt to collect pieces of trash in a short amount of time.

### **CEO** – PikoStudios, *Maryland, USA*

11/2020 – Present

I'm currently heading a game studio that mainly develops toolkits that allow anyone to create amazing games. Our products include Muzzle and AntiScam

## Education

### **High School**

- Enrolled in AP CompSci courses