

## SKILLS

**PROGRAMMING:** Python,  
Java, LINUX, C, Git, HTML, CSS

**SOFTWARE DESIGN:**  
Design Patterns,  
Object Oriented Design

## SUMMARY

A software engineer from RIT, interested in procedural generation, machine learning, and noise. Looking to get experience in the industry in order to further my career and improve myself.

## EDUCATION

### Rochester Institute of Technology

2018 to Current

Software Engineering 2022

GPA: 3.39

Relevant Courses: Engineering of Software Subsystems, Software Design for Computing Systems, Software Process and Project Management, Mathematical Models of Software, Project Based Intro to Software Engineering, Computer Science II, Personal Software Engineering, Discrete Math for Computing

## PROJECTS

### DRONE VISUALIZATION ENVIRONMENT

Oct. 2019 to Oct. 2019

- Tested the drone logic the team had created in Python to ensure usability and stability
- Applied trouble shooting techniques such as code reviews and shuffling the team in order to solve problems efficiently
- Modeled and animated a drone in Blender to be used in Unity

### WEB CHECKERS

Aug. 2019 to Dec. 2019

- Used agile methodologies to bring the idea from conception to release
- Collaborated with a team of four to achieve a shared goal on time and with quality
- Utilized JaCoCo to develop a large suite of unit tests to ensure the integrity of our product

### SERVER BASED WHACK-A-MOLE

Apr. 2019 to May 2019

- Developed a Java based server and user interface to allow live head to head whack-a-mole
- Implemented our own scoring system in order to create a fast paced and fun win condition
- Collaborated with a partner to test our code and complete the release on time

## AWARDS

HACK UPSTATE XIV FIRST RUNNERUP

Oct. 2019

2018-2019 DEAN'S LIST

## EMPLOYMENT

RIT DINING SERVICES  
Stocker

Henrietta, New York  
Aug. 2019 to Dec. 2019