Sep 2018-Present

Technical Skills

Languages: JavaScript, HTML5, CSS, Python, AppleScript

Frameworks and Technologies: React, Redux, Git Version Control, Basic AWS, GraphQL, Node.js

Personal Projects

Factorio recipe tree viewer:

React app to assist with calculations of required throughput for Factorio.

- Working in a team with source control
- React lifecycle methods, hooks, maps, and sets.

Gravity simulator:

Harvest HomesMaintenance

Platformer wherein the screen and direction of gravity can be rotated.

- Scratch visual block-based language
- Momentum
- Collision detection
- Mapping internal coordinates to the screen

Programming logic in games:

- TIS-100: Writing assembly style code with limited quantities of lines
- ExaPunks: Writing assembly style code
- SpaceChem: Visual programming of assembly machines
- Minecraft: Working with binary logic gates using redstone

Education

<u>Euucauon</u>	
SAT	Mar 2019
• Score 1390	
• English 670	
• Math 720	
• 94 th Percentile	
High School Diploma	Apr 2020
 HomeSchooled 	
Differential and Integral Calculus	
Arizona State University Bachelor of Science in Software Engineering	Est. 2024
Starting classes in the fall semester	
Work Experience	