

## Education

Berea College

Berea, KY

*Bachelor of Arts in Computer Science*

August 2016 - May 2020 (Expected)

- Recipient of 4-year full-tuition scholarship
  - Relevant coursework: Software Design and Implementation, Data Structures, Computational Intelligence, Discrete Mathematics, Computational Complexity, Electricity and Electronics, Embedded Systems, Open-Source Software Engineering
  - Studied abroad throughout Honshu, Japan from June 2018 – July 2018
  - 3.686 cumulative GPA and a Member of the Epsilon Pi Tau and Epsilon Alpha Sigma Honorary Societies for technology and East Asian studies.
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## Work Experience

Berea College

Berea, KY

*Teaching Assistant*

Aug 2017 - Present

- 480+ hours of experience assisting with Python, robotics, and game design classes.
- Grade homework and guide students regarding classwork during the course of their semester.
- Help students learn good coding practices and understand programming concepts.

Runestone Interactive

Berea, KY

*Data Structures Textbook Editing*

June 2019 – August 2019

- 320+ hours of experience in editing and creating new content for two open-source interactive digital data structures textbooks in Python and C++.
  - Conducted research on how computer science students may benefit specifically from open-source, digital, interactive textbooks edited by near-peer individuals.
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## Projects

- Created an artificial neural network for content-aware image filtering using Neuroph. (Final project for Computational Intelligence.)
  - Implemented multiple algorithms for the TSP problem in Python, including greedy, 2-opt, Dijkstra's, and Branch and Bound. (Project for Computational Complexity.)
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## Skills

- Python (4 years), C++ (3 years), C (1 year), reStructuredText (1 year)
- GitHub, Git and source control in general
- Linux and Windows experience
- Fluent in English, conversational in Japanese
- Leadership and Communication  
*-Exercised in all previous work, study abroad experiences, and teamwork projects in class*