Objective:

Current Computer Science student seeking position for Summer 2026 Software Engineering Internship at Roblox where I can apply programming skills in Python and Lua, contribute to group projects, and gain hands on experience.

Education:

Bachelor of Science in Computer Science

Florida Polytechnic University – Lakeland, Florida

Expected Graduation: May 2029

GPA: 3.2

Experience:

Crumbl Cookie – Orlando, Florida | 2023 – 2025

- Worked in fast paced team environment to prepare products efficiently during high volume hours.
- Followed detailed procedures and standards, showing reliability.
- Collaborated with team members to maintain workflow and meet daily performance goals.

Projects:

Game Scripting Projects (Lua)

- Developed custom game modifications using Lua, adding new gameplay and features to an already existing game.
- Debugged and optimized code for reliability.

Automation Script for File/Mod Management (Batch Scripting)

- Developed a batch script tool to automate file/configuration switching.
- Reduced manual steps by using batch script code for automation.
- Gained experience with file system operations and scripting logic.

Web Development Practice (HTML)

- Built multiple basic web pages to understand structure and layout of HTML.

Skills:

- Programming: Python, Lua, HTML
- Software: Adobe Photoshop, InDesign, Premiere Pro, After Effects
- Other: Video Editing

Achievements:

- Royal Rangers Gold Medal of Achievement (GMA) with Honors
- Florida Bright Futures Scholarship Recipient (75%)