**Skills**

Programing in Java, C++, html, css, javascript, C, Bash, C#, php, mysql

Word, Excel, PowerPoint

**Education**

Champlain College, Burlington, VT

Class of May 2020

* Bachelor of Science Degree in Game Programming
* 3.790 GPA
* Dean’s list (Fall 2016 - Fall 2018)

**Projects**

[DoC](http://descentofchampions.com)(2019), Web Dev/Combat/Managers ([Full stack web dev/C#](https://github.com/TEEBQNE/UbisoftGameLabWebsite))

* Team Size: 8 (Ubisoft Gamelab Competition 2019)
* Platform(s): Windows/Mac/Web
* Description: PvE competitive arena brawler with networked audience interaction

[Blind Fire](https://www.youtube.com/watch?v=p19fIZZDNJc) (2018), Sole Programmer ([C#/UNet/GLSL in Unity Engine](https://github.com/TEEBQNE/BlindFire))

* Team Size: 6 (School Project)
* Platform(s): Windows/Mac/Android
* Description: Networked co-op shooter bullet hell tower defense

**Professional Experience**

Whitby School, Greenwich, CT (**IT & Networking Maintenance**)

June 2016 - August 2016

* Network maintenance to transition to new software protocols.
* Upgraded servers as well as all computers to cloud based interface.

King Low Heywood Thomas School, Stamford, CT (**Tutor**)

September 2012 - March 2016

* Tutor for computer programming, Physics I and AP Physics C
* Assistant to computer programming teacher
* Built sets, oversaw light and soundboards during school productions.

**Interests**

Rowing, skiing, running, & parkour

Overwatch, League of Legends, and open world single player games