**EDUCATION:** **Stevens Institute of Technology**, Hoboken, NJ

Bachelor of Science in Computer Science, May 2018

**GPA:** 3.3

**Coursework:** Data Structures, Algorithms, Discrete Structures, Web Programming, Agile Development, Computer Organization, Automata & Computation, Team Programming, Systems Programming, Database Practicum, Concurrent Programming, Operating Systems, Probability & Statistics, Linear Algebra, Physics (mechanics and E&M), Automotive Engineering

**SKILLS:** **Hardware:** PC based, Macintosh, Linux

**Software:** Java, C++, C, Python, JavaScript, PHP, NodeJS, Android

**Certifications:** Autodesk AutoCAD 2011, Inventor 2012, Microsoft Office Specialist Certified

**Lab Skills:** Mechanical drafting, 3D modeling and printing, soldering, wood working

**Languages:** Spanish (basic)

**WORK High 5 Games,** New York City, NY

**EXPERIENCE:** *Game Engineer and New Tools Developer Co-op:* 01/2017–08/2017

* Implemented an image-quality-assessment- tool in both Python and then C++ which compared structural similarity between compressed and uncompressed images and videos.
* Built an alpha-retaining frame extraction tool for video format, Bink, for Game Engineers.

**Johnson & Johnson,** Information Technology**,** Raritan, NJ

*System Tester and Researcher Co-op:*  08/2015–12/2015

* Generated and executed automated tests for document objects using PHP and MongoDB.
* Investigated and reported on several platforms using FHIR for potential EMR applications.

**Schindler Elevator Company,** Services & Testing**,** Randolph, NJ

` *Google Glass & GUI Project Manager Co-op*: 01/2015–05/2015

* Developed demonstrative programs to show viable applications of Google Glass.
* Introduced a new object structure for Google Glass app and a GUI using Java and Android.
* Designed robots to aid in autonomous testing of elevators using Autodesk, Arduino, and C++.

**PROJECTS: Capstone Project: Fizy (getfizy.com),** Hoboken, NJ            08/2017–05/2018

S*upport Developer & Marketing Manager:*

* Drafted Fizy, a personalized fashion recommendation engine, with four other students.
* Collected data via bots to be used by third party clothing-identification service to train AI.
* Lead Fizy’s business and marketing operations like UI, logo, value prop, & revenue stream.

**Independent Study,** Hoboken, NJ                    06/2016–Present

* Composed several small Android apps and Websites for research interests.
* Tested small Amazon Alexa Skills focused around game organization.

**ACTIVITIES &** Formula & Baja SAE, Hobby Robotics Club, Comp-Sci Club, Computer and Console

**INTERESTS:** Gaming Society, Game Development Club, Stevens Hillel. Carpentry, Welding, Graphic Design, Photography, Food Pairing, Theatre, Automotive Engineering and Design, Computer Hardware