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907 Cross St., #733B
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EDUCATION

Texas A&M University - College Station, TX

B.S., Computer Science, Since Aug 2013

Major GPA: 4.00

Overall GPA: 3.6

Expected to graduate May 2017.

Relevant computer science courses:

- CSCE 411, Design and Analysis of Algorithms
- CSCE 315, Programming Studio
- CSCE 221, Data Structures and Algorithms

EXPERIENCE

Improving - College Station, TX

Associate Consultant, Apr 2016-Present

As a technical consultant working for a variety of clients, made significant contributions to various web applications, including an application to keep track of job candidates, as well as a loan and insurance application system. Used and became familiar with many different kinds of technologies such as ASP.NET Web API, ASP.NET MVC, AngularJS, Twitter Bootstrap, Less, SASS, Typescript, MYSQL DB, and Raven DB.

CERTIFICATIONS

Professional Scrum Master I

Jul 2016-Present

Certified by Scrum.org.

PROJECTS

ARM Management Operations Web App / Full-stack Developer

May 2016-Present

Currently working in a cross-functional scrum team of six developers to develop a management operations web application for a company which provides risk management solutions for agribusiness. Using the Agile Scrum methodology and technologies such as AngularJS, ASP.NET Web API, Jasmine, Twitter Bootstrap, and Highway Data, my role has been that of a full-stack developer.

Interview Web App / Full-stack Developer

Apr-May 2016

Configured, designed, and developed the initial iteration of a web application that would allow hiring staff to record and view candidate details online. Using technologies such as ASP.NET MVC, Highway Data, RavenDB, and Twitter Bootstrap, my role was that of a full-stack developer.

High Noon / Game Designer and Lead Developer

Feb 2016

Coordinated graphics and user interface design. Oversaw integration of user interface and game rules implementations in the Unity 3D game engine.

COMPUTER SKILLS

Languages: C, C++, C#, Ruby, Java, Javascript, Bash, Haskell, Lua, L^AT_EX.

Applications: Visual Studio, Emacs, Vim, Unity 3D, Git, JetBrains.

Operating Systems: Linux, Unix, Mac OSX, Windows.