

## Education

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Purdue University, West Lafayette, IN May 2020  
Bachelor of Science in Computer Science Honors with a Minor in Music 3.83 GPA

### Relevant Coursework

**Current** - Operating Systems, Software Testing

**Completed** - Data Mining and Machine Learning, Software Engineering, Introduction to the Analysis of Algorithms, Systems Programming, Data Structures and Algorithms, Computer Architecture

## Work Experience

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**Salesforce**, Software Engineering Intern, Indianapolis, IN May 2018 - August 2018

- Contributed React UI development to the Email Analytics app on the Salesforce Marketing Cloud
- Developed Unit tests with Enzyme and automated Regression and Smoke tests with Nightwatch
- Assisted engineers by reviewing code, performing Quality Assurance tests, and troubleshooting bugs
- Functioned on an Agile team and adapted to needs for the Marketing Cloud's 215 release

**Qualcomm**, Software Engineering Intern, San Diego, CA May 2017 - July 2017

- Constructed a front-end web interface for internal testing of an Apache Tomcat server controlling SIM card profiles
- Collaborated with another intern to streamline production and tackle problems as a team
- Prioritized development of pertinent features and adapted to the codebase by consulting with Qualcomm engineers

**Self-Employed**, Web Developer, Auburn, IN June 2013 - August 2016

- Created five different websites for local companies and organizations to establish their online presence
- Taught myself web development languages by utilizing various online resources

**DeKalb Health**, IT Intern, Auburn, IN August 2015 - May 2016

- Interacted with IT specialists in the medical field to help maintain computers and servers

## Programming Skills

Java, JavaScript, HTML, CSS, C, Python, C++, Assembly

## Development Skills

React, Node, Apache Tomcat, AWS, Nightwatch, Mocha

## Projects

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**Parks and Wreck** [*First Place Recipient*] - Java with LWJGL and dyn4j

- Won first overall hack at BoilerMake V out of 37 total submitted projects
- Built a fast-paced multiplayer game where the objective is to be the quickest car valet out of all the players

**Stack and Smash** [*Second Place Recipient*] - HTML, CSS, and JavaScript with Express and p2.js

- Won second overall hack at BoilerMake VI out of 81 total submitted projects
- Created a competitive tower building game where players build as high as possible while bombarding the other tower

**SwoleMate** - JavaScript with React Native, Express, Mongo, and AWS

- Collaborated on a semester-long project with four other people to create a platform for meeting exercise partners
- Functioned as a full-stack developer by creating everything from UI components to API endpoints and automated tests

**Pictophone** - Java, JavaScript, HTML, CSS, and MySQL

- Implemented a full-stack web app for a multiplayer drawing and guessing game using Apache Tomcat on AWS

**Music in Games** - HTML, CSS, and JavaScript

- Constructed a web interface to take a more creative approach to a World Music project rather than writing a paper