

Education

Rochester Institute Of Technology Class of 2016

Major: Game Design and Development; Minor: Software Engineering

Thomas Jefferson High School For Science And Technology Class of 2012

Skills Studied

UI/UX design/development
Web design/development
Level design
2D graphic design and animation
3D modeling and animation
Data structures and algorithms
Artificial intelligence
Distributed computing
Basic electronics and robotics
High N4 Japanese proficiency

Programming Languages

Latest HTML/CSS/JavaScript,
Flash/ActionScript 3,
Python, Java,
PHP, Bash, Perl,
C, C++, C#

Operating Systems

Linux
Windows
Android

Projects / Interests / Activities

Independent Web Designer and Developer 2007-present

Created Holo Web and MaterialZ CSS libraries for developing Holo- and Material-themed apps
Developed Voice Actions extension and MS Paint alternative for Chrome and Chrome OS
Developed variety of live, real-time wave gadgets and Wave Extensions Gallery
Designed and developed many other miscellaneous apps, libraries, and projects

Developer: RIT Society of Software Engineers (SSE) Rapid Development Events 2013-present

Created automated lab management system with voice interaction using Node.js, Ruby, and C#

Founding Executive Board Member: Space-Time Adventures at RIT (STAR) 2013-2015

Founded and ran science fiction club; designed graphics; maintained club's online presence

Founding President: TJHSST Game and Software Development Club (inprod.net) 2009-2012

Founded and led game and software development group; developed and sold games
Taught members HTML5 + JavaScript, git, Source engine, and level design techniques

Work Experience

Development Intern - Brazen 2015

Worked on the Java-based Brazen Connect application

Co-Op Applications Engineer - Oracle 2014

Front-end web programming for the Primavera Prime project management application

Web Application Developer - Follow The Meta 2013

Back- (Node.js) and front-end programming (HTML/CSS/JS) for an e-sports stats tracking app

Client-Side Web Developer - 500 BC 2011-2012

Front-end programming (HTML/CSS/JS) at a social gaming start-up

Game and Web Programming Instructor - TIC Camp 2011, 2013

Taught game and web programming and design to students (LOGO, Java, HTML/CSS/JS)

Intranet Administrator - Thomas Jefferson High School For Science And Technology 2010-2012

Maintained and improved existing Intranet (OO PHP), collaborated on next-gen Intranet (Node.js)
Designed a new, responsive UI capable of handling screen sizes from TVs to phones