

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

HTML(5)/CSS(3)/JavaScript (ES6),
Flash/ActionScript (3),
Python, Java, C#,
PHP, Bash, Perl,
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 for Chrome
Developed variety of 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 C#, Node.js, and Ruby
Created a live world simulation game using HTML5/JavaScript, Node.js, and WebSockets

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

Founded and run school science fiction club
Design club's graphics; maintain club's online presence; plan club events

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

Co-Op Applications Engineer - Oracle 2014

Frontend web programming programming for a project management application

Web Application Developer - Follow The Meta 2013

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

Client-Side Web Developer - 500 BC 2011-2012

Frontend programming (HTML/CSS/JS) at a social gaming startup

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