**Bio**

I am a software developer located in Seattle, WA, and am looking to make my mark by creating software and tools that customers love using, and that my fellow engineers love working with.

**Languages/Platforms/Skills**

|  |  |  |
| --- | --- | --- |
| C++(4 years), Javascript - Visual Studio(2 years) | Windows | Trouble Shooting and Problem Solving |
| Java, Spring-boot, Hibernate- Eclipse, NodeJs, Full-stack, Microservices, OpenGL (all 1 year) | Mac | Software Application Development and Documentation |
| C# - Unity(3 years) | Linux | Full Stack Web Development |
| Github(4years) |  | Cross-disciplinary Teamwork |
| Unity(3 years), Unreal(6 months) |  |  |
| Rendering – OpenGL (1 year) |  |  |

**Employment**

**Jr Full Stack Developer**  July 2019 – January 2020

*HCL America* (Client, Boeing)

* Full-stack development of web applications and microservices
* Main project was a Kanban Board
  + Users created and logged in with personal accounts
  + Users could create and modify their projects and tasks
* Frontend - React, Redux, NodeJs, Javascript
* Backend - Hibernate, Spring-boot, MySQL, Java
* Cloud technologies
  + Mostly Cloud Foundry, attained official certification
  + Some AWS and Azure

**Unity Programmer**  November 2018 – July 2019

*Peeka VR*

* Bringing children's books to life in virtual reality to encourage reading.
* Programmed interactions in C# with Visual Studio
* Built out scenes from the books inside of the Unity game engine

**Research Project Assistant (iOS App Developer)** Feb 2014 – July 2015

*Arctic Region Supercomputing Center (ARSC), Fairbanks, AK*

* Designed and developed an iOS app from concept to finish ()
  + Frontier Scientists Media in the app store
* Mobile application that fetches and presents the content of the Frontier Scientists website
  + Content includes articles, videos, and an interactive map
  + Users can download and manage video content
* iOS development, design and optimization

**Projects**

**Game Library Interface** 2018 – 2019

* A game library that mimics the one used inside of the SpringboardVR game launcher.
* Desktop application for a VR Arcade to easily show customers what games are offered.
* This interface is written in C# and powered by the Unity game engine.
* Web application currently being developed
  + Unity WebGl frontend
  + Java, Spring backend
  + Fetches files from a box.com repository

**Multiple Class Projects** 2016 – 2018

* Game development, AI, graphics, and UIs
* Multiple languages, mostly C++, C#
* Game engines Unity and Unreal

**Education**

**Cloud Foundry Certified Developer** Dec 2019

*Linux Foundation*

**Advanced Diploma of Professional Game Development** May 2018

*Academy of Interactive Entertainment, Seattle, WA*

**Bachelors of Science, Computer Science** August 2016

*University of Alaska Fairbanks (UAF), Fairbanks, AK*