

EDUCATION

B.S. Computer Science, December 2015
University of Michigan Ann Arbor

WORK EXPERIENCE

Intern Blue Cross Blue Shield of Michigan, Detroit**May - September 2015**

- Worked with several teams including the Data Management and Digital Experience Teams as an Intern at The Blue Cross Blue Shield of Michigan (BCBSM).
- Delivered a report to company executives that analyzed the mobile capabilities of Health Insurance competitors. Identified mobile health trends including marketing and design approaches in addition to analyzing customer feedback.
- Leveraged programming skills to measure the effects of individual capabilities on customer satisfaction and to identify voids in the mobile market to help BCBSM separate itself from competition.
- Implemented the prototype of an application that predicted users ages based on their vital information and presented findings to executive leadership for integration.

RECENT PROJECTS

Tandem, Senior Design, Kinect/Unity**September 2015 - December 2015**

- Helped develop Tandem, a software and architecture project that enables autistic children to communicate.
- Developed the first deliverable for the project that highlighted its core gameplay mechanics.
- Implemented solutions, which focused on handling tactile depth input using a Microsoft Kinect along with Unity for the game's final deliverable.

Sphaudio Project, Team Leader, iOS / Web**October 2015 - December 2015**

- Developed idea along with functional and non-functional requirements for Sphaudio, an interactive audio visualizer.
- Organized team structure and standards for communications between team members.
- Solely developed the mobile application and used mobile visualization logic to help oversee the completion of the web application.

MOBILE APPLICATIONS

Palet, iOS, iOS App Store**May 2015**

Developed Palet, a developer tool for web developers with the capability to create and save custom color schemes and palettes, allowing users to increase productivity across multiple design applications.

Mine Escape, iOS App Store**June 2015**

Developed Mine Escape!, a simple, fast paced tap game that rewards users for remembering the locations of once-visible mines as a tool to build up short-term and sensory memory.

PROGRAMMING EXPERIENCE

C	Wrote single cycle, multi-cycle, and pipelined CPU simulators in C.
C++	Extremely comfortable using the standard library to write dynamic and efficient code.
Objective-C	Comfortable writing native iOS apps using purely Objective-C.
Swift	Also comfortable writing iOS apps in Swift and using bridging headers to mix Swift and Objective-C.
SQL	Wrote complex queries along with database schema using SQL.
C#	Wrote scripts in C# in coordination with Unity and leveraged the Microsoft Kinect 2.0 API.
JavaScript	Comfortable leveraging HTML DOM tree along with CSS to generate web applications.
jQuery	Experience writing event driven dynamic web pages.