

► Academics

2011 - Dec 2015	Stony Brook University (SUNY)
Degree	Bachelor's of Engineering
GPA	3.53 (Cum Laude)
Major	Computer Engineering
Minors	Computer Science, Digital Art & Culture

► Skills

Technologies	.NET, C#, C++, Java, SQL, NodeJS, Javascript, HTML/CSS, FFMPEG, Unity, WPF, REST APIs
Environments	Visual Studio, Netbeans, Eclipse, MonoDevelop,, Git, SVN, TFS, Jira, Windows, Linux
Multimedia	Adobe Design (Photoshop, Illustrator, InDesign), IP Cameras, Streaming Protocols
Additional	Fluent in Spanish

► Experience

2016 - Current	IPVideo Corp
Role	Software Engineer
Tasks	Maintain and manage multiple complex Git repos as well as continuous integration Fix bugs and create features for our client-server software suite Assist QA Engineer with complex customer issues that require developer intervention Document current and future development of the software Lead developer for the AVfusion interview recording distributed system
2015	IPVideo Corp
Role	Software Engineering Intern
Tasks	Managed, archived and refactored legacy source code Migrated unmanaged source code into version control Developed scripted extensions in c# to provide customers with custom functionality
2012 - 2017	SBU Gamers' Guild
Positions	President (2014 - 2015), Secretary (2013 - 2014), Core Member (2012 - 2017)
Tasks	Coordinated with various university organizations to provide public events Organized and led weekly meetings with members of the organization Secured sponsorships and monetary funds from third parties Continued heavily supporting and assisting club after graduation

► Projects

2018	AVfusion Successor Planning
	Developed the complete plans for the successor to our current software suite Created detailed diagrams of the system architecture including data flow and protocols Researched technologies and structures which may be of use to us
2016	Garbler
	Open-source Java-based library which generates words using Markov chains Parses and analyzes real-world languages to use as seeds Compatible with the full spectrum of Unicode characters Beta is available on Github with future plans for a new and improved version