

► 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

► Proficiencies

Technologies .NET, C#, C++, Java, SQL, JS, TS, NodeJS, HTML, CSS, FFMPEG, REST APIs, RTSP, HTTP
Environments Visual Studio, VS Code, Netbeans, Git, TFS, Jira, Windows, Linux, Chrome Tools
Multimedia Expert in Photoshop, Illustrator and InDesign
Additional Fluent in Spanish

► Experience

2016 - Current **IPVideo Corp**

Role Software Engineer
Tasks Engineer in charge of our Git repository and continuous integration through TFS
Fix bugs, develop new features, and document development of our software
Interact with clients and our techs to resolve complex customer issues
Developer for the AVfusion Interview Recording system
Developer and inventory of the IPVideo Halo IoT device

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 free public events
Organized and led weekly meetings with members of the organization
Secured sponsorships and monetary funds from third parties

► Projects

2018 **IPVideo Halo IoT Device [Patent Pending]**

One of four listed inventors of the IPVideo Halo
IoT sensor cluster which mimics a networked camera for easy integration into VMSs
Designed and authored the entirety of its embedded Linux-based firmware
Wrote server firmware which provides web, API and video streaming capabilities
Wrote and tested drivers for over a dozen environmental sensors

2016 **Garbler2**

Open-source Java-based experiment for generating fantasy languages and words
Parses and analyzes real-world languages using markov chains and other algorithms
Compatible with the full spectrum of Unicode characters