

## ► Academics

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

## ► Skills

Technologies	Unity, .NET, C#, C++, C, Java, WPF/Xaml, SQL, VLC, FFMPEG, Telerek
Environments	Visual Studio, Netbeans, Eclipse, MonoDevelop, Git, Subversion, TFS, Jira
Multimedia	Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Blender, Networked Cameras
Additional	Fluent in Spanish

## ► Experience

<b>2016 - Current</b>	<b>IPVideo Corp</b>
Role	Software Engineer
Tasks	Maintain and manage multi-developer Git repositories Maintain and create applications for the AVfusion Recording and Playback system Established continuous and bi-weekly automated builds using Visual Studio
<b>2015 (Mar - Oct)</b>	<b>IPVideo Corp</b>
Role	Software Engineering Intern
Tasks	Managed, archived and refactored legacy source code Developed scripted extensions to provide customers with custom solutions
<b>2012 - 2016</b>	<b>SBU Gamers' Guild</b>
Positions	President (2014 - 2015), Secretary (2013 - 2014), Core Member (2012 - Current)
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

## ► Projects

### Motion-controlled filtering of guitar signal

Coordinated with a team of engineers to design and develop a mixed-signal project  
Designed a system for implementing both analog and digital signal filtering  
Designed and constructed a working prototype control unit to receive and process both user and sensor input, and control both analog and digital systems

### Falling Simulator 2014

Co-developed a 3D game demo using the Unity Game Engine in C#  
Implemented a player control system with multiple "powerups"  
Implemented management system for stages with audio-visual user feedback  
Awarded 3rd place in the 2015 Stony Brook Game Developer Competition

### Garbler (Personal Project)

Open-source Java-based library which creates nonsensical words and sentences  
Parses and analyzes real-world languages to use as seeds in the generation  
Available on Github (beta)