

► 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, Node, JS, TS, HTML, CSS, FFMPEG, Unity, WPF, REST APIs
Environments Visual Studio, VS Code, Netbeans, Git, SVN, TFS, Jira, Windows, Linux, Chrome Tools
Multimedia Adobe Products (Photoshop, Illustrator, InDesign), Networked Cameras, Streaming
Additional Fluent in Spanish

► Experience

2016 - Current **IPVideo Corp**

Role Software Engineer
Tasks Manage multiple complex VCS repositories (Git) and continuous integration (TFS)
Fix bugs, develop new features and document development of our software
Interact with clients and our techs to resolve complex customer issues
Lead developer for the AVfusion Interview Recording system
Lead developer on an upcoming linux-based 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 public events
Organized and led weekly meetings with members of the organization
Secured sponsorships and monetary funds from third parties
Continuing to provide heavy assistance post-graduation to each year's club leadership

► 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 2**

Open-source Java-based library for generating words using markov chains
Parses and analyzes real-world languages to use as seeds
Compatible with the full spectrum of Unicode characters