

## SKILLS

- **Programming Languages:** C++, Python, Java, Bash
- **Libraries:** Pandas, NumPy, JUnit, Plotly, Matplotlib, Scikit-learn
- **Tools:** Neovim, VSCode, Microsoft Excel, Word, PowerPoint, LaTeX, Git, GitHub, Adobe Photoshop, Premiere Pro

## EDUCATION

**B.S., Computer Science**, Minor in Mathematics, University of South Carolina, 3.78 GPA **2023 – Present**  
**President's Honor List:** Fall 2023 **Dean's Honor List:** Fall 2023, Spring 2024, Spring 2025

## Relevant Course Work:

- **Data Structures & Algorithms:** Algorithm design/analysis, problem solving, C++
- **Software Engineering:** OOP, design patterns, unit testing, Java, JavaFX, Git, GitHub
- **Advanced Programming Techniques:** C++ memory management, pointers, iterators, Linux/Unix environments
- **Discrete Mathematics:** Logic, proof techniques, recursion, combinatorics, probability
- **Computer Architecture:** Instruction sets, memory addressing, MIPS assembly

## SELECTED PROJECTS

- **Defensive Stopping Power:** 2024 NFL Big Data Bowl — Kaggle Competition [Project Link] [Finalists Link]
  - **Focus:** Python, machine learning, data analysis, visualizations, feature engineering, self-directed
  - **Description:** Developed a feedforward neural network in Python to detect contact between ball-carriers and defenders using NFL player tracking data. Engineered a novel metric, Yards Allowed After Contact, to evaluate defensive performance for player scouting and game analysis.
- **TuneUp by JETA:** Software Engineering Course — Team Project [GitHub Link] [Demo Video]
  - **Focus:** Java, version control, GitHub, collaboration, documentation
  - **Description:** Worked as a team to develop a music application written in Java. I worked in an agile, iterative development process implementing design patterns, object oriented programming, and unit testing. I created documentation, system design diagrams, and used GitHub for version control.

## EMPLOYMENT

**Advanced Data Collector** **MAY 2024 – Present**  
Pro Football Focus (PFF) Remote

- I collected NFL and NCAA football player data focusing on speed, precision, and consistency. I have processed 12 full and 3 partial games identifying and recording over 116,930 data points.
- In the 2024 season I achieved a 99.5% player identification accuracy, 96.7% player position accuracy, and a 98.9% accuracy across all other data categories, validated through PFF's double-entry verification process.

**US Marine - Combat Engineer** **MAY 2018 – OCT 2022**  
United States Marine Corps Camp Pendleton, CA

- I used computer-based geographic information systems (GIS) to create and analyze maps and spatial data for mission planning and reconnaissance reporting.
- I served as a Sapper Leaders Course Instructor, mentoring and teaching Marine leaders through lecture and hands on training in mission planning, problem solving, and small unit leadership.
- I worked effectively in a variety of teams and challenging environments, including overseas deployments and advanced technical training.

**Technical Designer** **JUN 2015 – DEC 2016**  
Production Resource Group New Windsor, NY

- I collaborated with project managers to engineer solutions for entertainment scenery and machinery projects.
- I used AutoCAD for 2D and 3D modeling, meeting strict safety, functional, budget, and timeline constraints.

## AWARDS

- 2024** **2024 NFL Big Data Bowl Finalist** My model and project was selected as one of the top ten submissions, earning a runner-up prize of \$5,000. [Kaggle Announcement] [NFL Announcement]
- 2021** **Marine Corps Good Conduct Medal** Outstanding performance and conduct during three years of continuous active enlisted service in the U.S. Marine Corps.
- 2021** **Certificate of Commendation** Outstanding performance of duty while serving as a seminar leader, Lance Corporal Leadership and Ethics Seminar Class 3-21.