

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Expected Graduation: Dec 2019

B.S. in Computer Science | GPA: 3.8

PROJECTS

Multiple Projects - Game Creation Society

2017- present

- Created concept designs and background art.
- Collaborated with team to build games in Unity.

Infinite Seas

Fall 2016

- Built an educational ocean-exploration game in Python for semester project.
- Learned to use various Python libraries and frameworks.
- Utilized effective code architecture choices and best style practices.

Freya's Temptation - *Global Game Jam* entry

Spring 2016

- Created UI, background, and animated character graphics.
- Worked with team of programmers to design graphics to specifications.

WORK & VOLUNTEER EXPERIENCE

Javascript Software Intern

Jun 2018 - Aug 2018

Mozilla Foundation, Portland, OR

- Worked on Firefox Send, an open-source web application for secure file transfer using local encryption.
- Implemented new backend functionality to increase the efficiency and maximum size of file transfers.
- Created and integrated a new UI.
- Worked hands on with popular JavaScript frameworks such as Express and Choo, as well as database and web communication APIs.

Teaching Assistant - Probability & Statistics

Jan 2018 - May 2018

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- Graded student course work.
- Provided feedback to students to improve their mathematical understanding.

Volunteer - *Women@SCS Outreach Group*

2016 - 2017

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- Promoted early-education interest in computer science.

SKILLS

- Python, Javascript, HTML & CSS, C
- Understanding of data structures and algorithm analysis
- Using Git for project management
- Visual design in Adobe Photoshop and Illustrator