

Education

Batavia Senior High School

Graduated with Highest Honors and Class rank of 1

GPA: 4.375 (weighted)

August 2011 - May 2015

University of Illinois Urbana-Champaign

Bachelor of Science in Computer Science

Expected May 2019

August 2015 - Present

Work and Leadership Experience

Genesis Automation

Programmer

St Charles, IL

June 2015 - August 2015

- › Programmed drivers to communicate with new controllers.
- › Developed state machines to control the operation of the automation equipment.
- › Designed and implemented various applications to improve efficiency such as easier computer installation, an improved label printer, and a machine IO code formatter.

Walmart

Deli Sales Associate

Batavia, IL

June 2014 - December 2014

- › Communicated effectively with customers.
- › Collaborated with co-workers to efficiently complete all tasks

Robotics Club

Programming Director

Batavia, IL

December 2013 - April 2015

- › Wrote and integrated code from the other eight members of the programming team.
- › Participated in board meetings and built the team infrastructure.

Skills

Comfortable Languages: C/C++, Java, Z80 Assembly, Haskell, Batch

Familiar Languages: Visual Basic, OpenOffice Basic, Python, Android Development, Lua, JavaScript, 6502 Assembly

Music: French Horn, Trumpet, Trombone, Ocarina

Extra-circular Activities: Robotics, Jazz Band, Cross Country, and Track & Field

Projects

Swerve Drive Demonstration: Developed a Java application to demonstrate the functionality of the drive system constructed for robotics.

Euler Problems: Solved a series series of hard mathematical and computing problems in order to improve my skills in Java, C++, and Haskell.

Various Puzzle Solvers: Designed and wrote complex several algorithms to solve puzzles such as a Rubik's Cube, a minesweeper variant, and a game of Tetris.

Math Program: Created a math program for the TI-83+ to complete math homework faster. Ported to Z80 assembly to improve operational speed and add features not previously possible.