

## Applications

### Minecraft Munch [App Code](#)

Minecraft themed tile-matching puzzle game developed for mobile and desktop browsers.

- Designed and implemented UI in HTML and CSS to be cross platform compatible
- Wrote robust game logic in JavaScript and jQuery
- Built global leaderboard to keep track of high score and speed runs
- Structured MySQL database to store user scores and statistics

### Boxsku [App Code](#)

Locally sourced food distribution and meal sharing service with built in nutrition filtering.

- Designed and implemented web layout in HTML, CSS, and Bootstrap 4
- Implemented payment system for site
- Built database to keep track of basic food nutrition, user purchase history, product inventory, and seller profiles
- Made RESTful API to query database
- Get and Put user and product info into database using PHP

### Frogridders Online [App Code](#)

Online version of classic board game Frogridders

- Created board game UI using HTML and CSS
- Implemented frog movement logic in JavaScript
- Designed game assets in Photoshop

## Technical Skills

- JavaScript
- React
- jQuery
- PHP
- Node.js
- Apache2
- Immutable.js
- SQL
- C++
- C
- HTML5
- CSS3
- Bootstrap 4
- NPM
- Python
- Matplotlib
- NumPy
- Bash

## Tools

- PostgreSQL/MySQL
- AWS Redshift/S3/EC2
- Boto3/AWS CLI
- Excel
- GitHub
- Tableau
- Adobe Analytics

## Professional Experience

### Software Developer | 2019 – Current | MR Global

Fintech Startup researching and developing trading strategies on crypto exchanges

- Automate and test trading strategies on Binance, Coinbase, Bitfinex, and other exchanges.

### Business Intelligence Assistant | 2018 – 2019 | MotorTrend Group

Automotive Digital, Magazine, and Production Company

- Develop custom reporting tools using Adobe Clickstream Data, AWS Redshift, and Tableau for the Sales team.
- Assist the Business Intelligence in finding actionable insights.

## Education

### LearningFuze

Accelerated Web Development Program

- Full Stack Web Development
- Over 800 hours of programming
- Programming 65-70 hours per week

### University of California, Riverside

Bachelor of Science in Computer Science

- Computer Graphics
- Machine Learning
- Embedded Systems