

PROFESSIONAL SUMMARY

Marine Corps Veteran, musician, and philosophy graduate turned software engineer with a passion for gaming and web-design. My background in philosophical reasoning and logic enhances my ability to analyze complex problems, write clean and efficient code, and approach software development with a structured, critical mindset. As the founder and manager of the nintendocore band Raccoon City Massacre, I offer leadership, a profit-driven yet principled mindset, exceptional interpersonal skills, and the ability to unite people toward a common goal. As a U.S. Marine with an honorable discharge, I honed my discipline, attention to detail, and ability to perform under pressure—skills I now bring to software development.

SOFTWARE ENGINEERING PROJECTS

FLARE | [ **mySQL**, **Sequelize**, **Google Gemeni AI**, **Tailwind**, **Pixi.js**, **Jest** ] | *Social-Media Event-Finding App.* **SERN** stack

- Implemented all logic for 2 mini-games: **Pixijs** for graphics, **Gemeni AI** for prompts, **Magic UI** & **ShadCN** for styling & **dayjs** for timers.
- Used **TypeScript** for code organization & error detection. Tested app features with **Jest**, ensured error prevention with **ESlint**.
- Bundled with **Webpack** & reduced load time & memory-heap usage by 30%, using bundle-analyzer, lazy-loading, & code-splitting.
- Built chatroom feature with real-time multiplayer gaming experience with **Socket.io** for real-time client to client communication.
- Used **Pixi-React beta** with **React 19** (both pre-release), adapting to evolving frameworks still in development & providing feedback.
- Created seed funcs to seed database with information needed during account creation & signup prior to deployment via **AWS**.
- Utilized **Sequelize ORM** for **CRUD** operations in **mySQL**, along with **Axios** for server-to-client communication & **RESTful API**'s.
- Worked within a team of 5 for a cohesive development process using wireframes, architecture mapping, SCRUM, db diagram & trello.

DOGAGATCHI | [ **Bootstrap**, **Babel**, **Webpack**, **Pixi/React**, **MongoDB** ] | *Tamagotchi, but with a dog!* **MERN** stack

- Integrated **PixiJS** and **React-Pixi** to generate dynamic graphics and animated sprite characters.
- Implemented **JavaScript** for game controls, collision detection and physics-based interactions.
- Designed interactive 2D tile-maps using json files generated via **SpriteFusion** for procedurally generated elements and enemy AI.
- Utilized **React-Bootstrap**, **React-Router-Dom**, **Node Express**, and **Axios** for dynamic UI updates of player stats.
- Recorded, mixed, & implemented game audio design using **Cubase 9** DAW & Free sound libraries.

DEMOCRACY-ONLINE | [ **PostgreSQL**, **Express**, **React**, **Google Gemeni API**, **Tailwind**, **Flowbite** ] | *Debate App* **SERN** stack

- Utilized **Google OAuth/Passport.js** for seamless authentication and login; tracking user sessions & cookies via **Express**.
- Created debate forum UI utilizing **Tailwind** & **Flowbite**; updated user info in a **PostgreSQL** database with AI reasonability checks
- Implemented **Google Cloud** API's to get current local politician information based on the users location.

BARRINGTON-UNIVERSE | [ **AWS**, **Three.js**, **Leva**, **R3FPerf**, **NginX**, **emailJS**, **Three-Fiber**, **Flowbite** ] *Personal Site*

- Spearheaded end-to-end development and deployment of an interactive, graphics-intensive web application from a bare **Git** repository.
- Deployed to **AWS EC2** using secure SSH access via **PuTTY**, configured **Nginx** as reverse proxy, & utilized **PM2** for process management.
- Implemented **Three.js** & it's libraries to generate 3-D graphics for UI. Made use of instances & **R3FPerf** to optimize & track performance.
- Engineered real-time 3D scenes featuring **HDR** environment maps for high-fidelity lighting and reflections, and implemented a custom ripple simulation using GPU-accelerated instanced rendering in **Three.js**, driven by analytically derived wave propagation equations

EXPERIENCE

UNITED STATES MARINE CORPS | Corporal | April-2011 – April-2015

- Served as a leader and mentor, training new Marines in operations and usage of over \$70,000,000 of government equipment, discipline, and tactical readiness in high-pressure environments that required adaptability and strategic decision-making.
- Progressed through the ranks up to Corporal due to leadership, technical expertise, and commitment to excellence.
- Held a Secret Security Clearance, demonstrating trustworthiness and the ability to handle sensitive information.

NEW ORLEANS SERVICE INDUSTRY | Bartender / Barback / Cook / Musician | January 2017 – August 2025

- Provided exceptional customer service in fast-paced, high-volume environments, enhancing communication & problem-solving skills, building relationships, developing strong interpersonal skills, while handling customer interactions with professionalism.
- Wrote, recorded, & produced over 50+ full-length songs using **Cubase 9**. Taught a team of musicians structure & layout of music.
- Booked, managed, & promoted a nationwide tour across 10 states along with connecting with businesses.
- Developed a band website & brand using **Wix** that sold over 600\$ of band merchandise nation-wide.
- Oversaw the production of a series of short-films & music videos which were involved in local film festivals, as well as running post-production using various video-editing software, including **Avid Pro**, **Filmora**, & **Streamlabs OBS**.

EDUCATION

University Of New Orleans | Philosophy B.A. | August-2015 – Jan 2019

50 Credit Hours towards Computer Science B.S. Including Java I & Java II & 70 Credit Hours towards Physics B.S.

Operation Spark | Advanced Software Engineering Immersive Program | July-2024 – March 2025

IBC: Fundamentals of Javascript, Functional Programming and Web Development Level 3