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| TECH HTML, CSS3, Sass, JavaScript, jQuery, Visual Basic, C#  VB.NET, ASP.NET MVC, MEAN  Virtual Reality  C/C++, Java, Python  Selenium, Backstop.js  Unity, Adobe XD Skills Taking feature ownership, leading innovation and process maturity, mentoring other developers on best practices, adapting to new technical challenges Education UXQB Certified Professional for Usability and UX (CPUX-F)  International Quality Institute  M.S. Computer Science  University of New Haven  Teaching Assistant, Research Assistant  Python, Intro Programming in C, Intermediate Programming in C/C++  B.A. Sociology  Eastern Connecticut State University | |  |  | | --- | --- | | ExperienceFull STack Software Engineer • athletereg • 06.18 – 03.20  * Designed, prototyped, implemented, and tested dozens of features in legacy VB ASP.NET stack for duration of two-year, mobile first, redesign initiative for athletereg.com and its portals e.g. [*BikeReg*](http://www.bikereg.com/) * Led design and UX maturity for company; created new policies and procedures based on best practices to achieve iterative, human-centered design * Created a style guide, style sheet, snippets, feature designs, and interactive prototypes, used by all 5 developers and 2 designers [*Portfolio*](https://drive.google.com/open?id=1cKXeuZa5mcEFcyJbWDWQKZBNe9SllwQy) * Collected feedback from 12 stakeholders on prototypes using surveying and master-apprentice style test instruments * Wrote over 70 self-automated feature tests for style regressions and real-time, front-end usability  BACK END Software Engineer INTERN • Acuity • 10.17 – 01.18  * Sustained portal for commercial smart lighting control: Acuity’s ASP.NET SensorView web app [*Demo*](https://nlight.sensorswitch.com/SensorView/Login.aspx?ReturnUrl=%2fSensorView%2f) * Developed new Virtual WallPod WiX Toolset installer and integrated into SensorView package process using MSBuild [*Video Portfolio*](https://www.youtube.com/watch?v=eOwZyECbMSo)  Extracurricular Projects  * Led programming on Dark Heaven, a game in the Sacramento Developer Group’s Progressive Game Jam * Created five virtual reality games and experiences; both mobile and room scale, for SteamVR and Google Daydream [*VR Video Portfolio*](https://www.youtube.com/watch?v=vEUhsNKF7iI&list=PL7C04B2lmd7C4Qgeqhhr-rVo6czvA_-_-) * Independently designed and developed Symmetrics; an educational digital and physical security game [*Video Portfolio*](https://www.youtube.com/watch?v=faPyWgFFk00) * Published academic research on the use of default passwords   [*(2018) An Overview of the Usage of Default Passwords*](https://link.springer.com/chapter/10.1007/978-3-319-73697-6_15) |  | |