

<b>Education</b>	<b>Rice University</b> Bachelor of Science in Computer Science (expected graduation in May 2014) GPA: 3.24	Fall 2010 - Present
<b>Relevant Coursework</b>	Compiler Construction · Advanced Object-Oriented Programming · Introduction to Parallel Programming · Introduction to Computer Systems · Evolutionary Bioinformatics · Introduction to Game Theory	
<b>Technical Qualifications</b>	<i>Languages:</i> Javascript · PHP · MySQL · Python · Java · C <i>Workspace:</i> Primary experience with Unix (Ubuntu, OSX) · Source control with Git and SVN	
<b>Work Experience</b>	<b>Alice &amp; Love</b> , alicelandlove.com Houston, TX Worked with the Owl Den team to conceive, design, and build Alice & Love, an online fashion marketplace; helped to implement the transaction and infinite-scroll infrastructure; took on leading role for front-end development.	Software Developer Summer 2012
	<b>Rice Department of Institutional Research</b> Houston, TX Assisted the Institutional Research department with student data including verification and presentation of the data to the Rice community; helped to update public site including cleaning, verifying and publishing common data set documents online; worked on automating some verification tasks.	Analyst Assistant Spring 2012
	<b>Rice Faculty Senate</b> Houston, TX Compiled a database of faculty committee work at Rice University; Analyzed the data for gender, school, and departmental balance within the senate; Formulated graphics to report the data back to the senate.	Intern Fall 2011
<b>Independent Projects</b>	<b>Coffee Chat</b> A web chat application that allows for user authentication and communication. Written in PHP and Javascript (with a tiny amount JQuery).	April 2012
	<b>Degree Planner</b> A proof-of-concept application made at the inaugural Spring 2012 Rice Hackathon. The driving motivation of the application was to create a simple drag and drop interface that would allow users to map out their time at Rice. Team project with potential to continue.	March 2012
	<b>Citrus Content Management System</b> An admin-controllable content management system based in PHP and MySQL. The system allows administrators to log in and create/alter/delete content without altering/uploading code.	January 2012
	<b>The Greedy Painters</b> Utilized HTML5s canvas and Javascript to create a visual simulation. Users select the number of painters and walls to be placed and let the simulation run (painters can be added and removed in real-time). The greedy painters wander the map looking for untouched blocks to paint. The user can watch real-time statistics such as number of blocks painted and efficiency to monitor the simulation.	January 2012
<b>Awards &amp; Achievements</b>	Best User Interface <i>Rice Hackathon 2012</i> · Valedictorian <i>Austin High School 2010</i> · Built custom Ubuntu desktop <i>Summer 2012</i>	