

## OBJECTIVE

Enthusiastic Computer Science graduate pursuing a career in the tech industry.

## EDUCATION

Chapman University    B.S. Computer Science

August 2015 - December 2018

- Minor in Game Development Programming
- Relevant Coursework: Database Management, Data Structures & Algorithms, Data Communication/Computer Networks, Computer Systems/Assembly Language, Unity Game Development

San Marcos High School

August 2011 - June 2015

- Relevant Coursework: AP Calculus AB, AP Calculus BC

## EXPERIENCE

Hunter Industries

Mob Programming Intern — June 2018 - August 2018

- Developed Amazon Alexa Skill to manage sprinkler controllers
- Worked with senior developers on various company software projects

Code to the Future/Success Through Chess

Role Model — November 2017 - May 2018

- Lead an after-school Scratch programming class for elementary school students
- Assisted with teaching an after-school Chess class for elementary school students

App Development (GradeMate)

June 2016 - Present

- Develop final exam calculator app for iOS

Chapman U Photo Club

Member — April 2017 - December 2018

- Discussed technical, artistic, and business aspects of photography
- Participated in off-campus photography excursions

## SKILLS

- Personable, diligent worker, strong communication skills
- Programming languages: Java, C#, Swift, Python, C++