

EDUCATION

Texas State University, B.S Computer Science, *Cum Laude*

August 2018-July 2020

C.S GPA: 3.7

University of Texas At Austin, B.A Philosophy

August 2013-Dec 2017

EXPERIENCE

PNC

Software Engineer

November 2020-

- I'm currently working on the UI for managing day-to-day server operations using VueJS and Quasar.
- Developed backend for internal tooling using python, fastApi, redis, and kafka

Texas State Virtual Reality Lab

Software Engineer Intern

October 2018-May 2019

- Designed and implemented a virtual reality training simulation in Unity3D/C# to help train new EMS recruits in Austin, leading to a faster comprehension rate of 47% compared to the non-VR group
- Developed an extensive gesture recognition framework that dramatically sped up development by several weeks

Hello World

Software Engineering Instructor

July 2019-July 2019

- Mentored a class of over 20 middle school students on how to program their very first game in Unity and C#

Texas State

Teaching Assistant - Data Structures and Algorithms

July 2019-August 2019

- Educated a class of 40 students on basic Data Structures and Algorithms in C++ such as Arrays, Linked Lists, Binary Trees, Hash Tables, and Stacks and Queues

PROJECTS

Yelp Camp ([GitHub](#))

- Constructed a web application using MongoDB, Express.js, Node.js, Passport.js and Restful Routing where users can create an account, share popular campgrounds from across the world, and comment on other peoples' posts

Re:Buried - 2019 UT EGaDS Hackathon ([GitHub](#))

- Worked in C# with a team of six to develop a mixed reality shoot-em up game for the Magic Leap headset Implemented flock behavior AI for enemy ghosts, and worked on the enemy spawning system

Memento - 2019 Global Game Jam ([GitHub](#))

- Created a 2D platformer with a team of six in Unity/C# that won 2nd place, where my responsibilities include coding the character controller, collectable system, as well as level design

AWARDS

2019 Texas State CS Hackathon - **1st place** [GitHub](#)

May 2019

2019 Austin Global Game Jam - **2nd place** [GitHub](#)

January 2019

SKILLS

Languages: JavaScript, Python, C#, Java, C++, HTML/CSS

Frameworks: React, Redux, Node.js, PostgreSQL, MongoDB, Express.js, Bootstrap, GraphQL, Redis

Others: RESTful API, Version Control (Git), Linux Development, Bash, TravisCI, Junit, Postman