

//objective

To obtain a computer science internship related to the fields of software development / design or web development and design to gain insight into the field.

//education

University of Colorado, Boulder (projected May 2017)
Bachelor of Arts, Computer Science
Minor: Technology, Arts & Media

//coursework

Computer Systems
Operating Systems
Discrete Structures
Programming I
Algorithms
Software Dev.
& Tools
Data Structures
Linear Algebra
Calculus I & II
Principles of
Programming Lang.

//technical skills

Javascript
Angular.js, Node.js
Python
C / C++ / C#
Arduino
Scala
HTML / CSS
Adobe CC
MS Office
Autodesk Fusion 360
Unity 5
Unreal Engine 4

//employment

Best Buy / Geek Squad
Consultation Agent
Requires strong attention to detail and background knowledge of modern computer hardware and software in order to provide a clear path to a solution for each and every client.

//projects

- > Virtual Reality Game Dev. (aug. 2015 – jan. 2016)
Lead Level Design and Programming

Led a team of three individuals with different curricular backgrounds in developing a fully functional game demo for the ATLAS EXPO.

Programmed scripts to control doors, various environmental effects, and player movement.

Directed the overall atmosphere and art direction by choosing which visual assets to implement and which would be essential to VR gameplay while still maintaining immersion

Presented demos at the ATLAS EXPO and discussed with people their views on virtual reality and described how big of a push it is now making in the tech field.

- > Practical Electronics (aug. 2015 – present)
Team Member

Paired with graduate students to research various methods of analog and digital sound modulation circuits and how combining them can result in new implementations.

Built a fully digital ATmega based granular synthesizer with open source code trimmed and suited exactly for the device.

In progress of building a fully analog vacuum tube pre-amplifier for magnetic phono input.

- > Freelance Graphic Design (jan. 2013 – present)
Logos & Digital Artwork

Created multiple logo designs for a clothing company based out of Los Angeles. Required lots of research into current streetwear trends.

Designed and conceptualized artwork for various bands in the Denver metal scene.