

EXPERIENCE

Computer Scientist - *United States Army Corps of Engineers, Omaha District* July 2023 - Present

- Leveraged **C#** and **SQL** to create internal **web applications**.
- **Deployed** a web application which **automates** various processes and displays crucial information to increase efficiency in my position and others'.
- Gathered and **incorporated feedback** from coworkers to **improve the usability and design** of the interface I developed.
- **Utilized SQL** to manage and query **multiple databases** containing **tens of thousands of data entries**.
- **Communicated** with coworkers of various disciplines to assess how best to **employ automation** to **tackle problems** and **inefficiencies** in their daily work life.
- **Advocated** for **innovative technologies**, including integration of **Virtual Reality technology** which helped client visualization.

Automation Engineering Intern - *Novelis Aluminum Mill - Oswego, NY* May 2022 - Aug. 2022

- Used **Java**, **C#**, and **SQL** to manage multiple pieces of software and **databases** used by mill operators.
- Addressed user-reported bugs and **implemented requested features** for daily users of company software, resulting in **improved efficiency** and **enhanced user satisfaction**.
- **Delivered a professional presentation** to staff summarizing my internship, **clearly communicating** key contributions and project outcomes.

EDUCATION

Iowa State University Aug. 2019 - May 2023

- Bachelor of Science in Computer Engineering

PROJECTS

A Skeleton Stole My Wife - *GDScript, Godot* Oct. 2024

- Created a top-down twin stick game in **Godot** for a month-long **community game jam**.
- Used **Object-Oriented Design** to create a **dense class hierarchy** to enable modular and reusable components, streamline feature development, and support a scalable system for all game objects.
- **Collaborated** with an artist using **effective communication** and **brainstorming** in order to create initial design concepts and an art style for the project.

PintoBoy - *C#, Unity* Dec. 2023 - Feb. 2024

- **Programmed**, **3D Modeled**, and **Created Textures** for a modification of the game Lethal Company that adds a GameBoy inspired minigame.
- **Responded to feedback** and **fixed bugs** reported by dozens of users.
- Was downloaded over **800,000** times by users around the world.

INVOLVEMENT

Omaha Game Developers Association - *Team Member* Nov. 2023 – Present

- **Collaborated on** and **developed** games using **C#** and **GDScript** with peers from a variety of disciplines.
- **Participated** in multiple game jams with **fast track project schedules**, completed both in a **team setting** and alone.

SKILLS

Languages

C#, SQL, JavaScript, TypeScript, Java, C++, Python, HTML, CSS, Git

Interpersonal Skills

Teamwork, Effective Communication, Problem-Solving, Adaptability