I am a classic black frame glasses plaid shirt computer nerd. I learned HTML 4 when I was 11 to made awful 90s Pokémon websites with flashing GIFs, created a very popular mod for a game called Rise of Nations at the age of 13, aced AP Computer Science, and then went in a completely different direction and by going to Texas A&M (Gig ‘em) to became a US Army officer specializing in civil (specifically traffic) engineering.

I am now back by pursuing a Masters in Software Engineering at Penn State (2020 here we come). My wayward career journey has given me a unique perspective as a Software Engineer. My traditional engineer education gave me a solid foundation in advanced math (calculus doesn't scare me) and time-honored engineer problem solving and analytical skills.

My 6-year Army career allowed me to develop as a leader in ways few people ever get. I have led teams as small as 3 and as large as 180. I have been the sole lead on $18 million-dollar projects involving 400 people and made decisions that would affect a person for the rest of their lives. I know how to lead, build teams, and build the leaders to replace me. Frankly, I'm good at it too.

Now I am back behind an IDE coding every day and loving it. Software is what I am meant to make. Most of my experience is in C# where I started out as a hobby game developer. I have a passion for object-oriented design and love using patterns to architect complex solutions. I have since branched into Java, Cloud Computing, DevOps, and the MEAN stack.