I am a classic black frame glasses, plaid shirt, computer nerd. I learned HTML 4 when I was 11 to make awful 90s Pokémon websites (complete with flashing gifs and the <marquee> tag), created a very popular game mods at the age of 13, 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.

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. 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.

I am now back to my roots pursuing a Masters in Software Engineering at Penn State (2020 here we come). 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 am always learning and I have since branched into Java, Cloud Computing, DevOps, and the MEAN stack.