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.

Six years as a US Army Corps of Engineers officer infused me with a passion to lead and manage challenging projects. I have led teams as small as 3 and as large as 180. I served as lead on $18 million-dollar projects involving 400 people and made decisions that permanently impacted people’s lives. I know what it means to be a servant leader and how to forge the next generation of leaders to replace me. Frankly, I'm good at it too.

I have always been an engineer. At age 11 I learned HTML 4 to make awful 90s Pokémon websites complete with flashing gifs and the &lt;marquee&gt; tag. I later made popular game mods and eventually graduated from Texas A&M with a degree in Civil Engineering specializing in traffic modeling simulation. After a spinal injury ended my Army career, I focused back on my roots creating software. Seizing on my game development hobby using C# and Unity3D, I worked tirelessly to build the skills necessary to change careers. Eventually, the hard work paid off and Penn State University accepted me in their Masters in Software Engineering program. I continue to learn and expand my skill set so I can be ready to begin my career in May 2020.