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# Goal

Apply my Software Engineering expertise and training toward creating innovative solutions to problems relating to Cyber-Security, Simulation, and Networks.

# Education

Bachelor’s Degree in Computer Science from  
University of Maryland Baltimore County, May 2019  
with QPA of 3.0

* Applicable Courses:
  + Python Programming and Data Structures
  + C/C++ Programming and Data Structures
  + Computer Architecture and Assembly Language
  + Software Engineering Methods and Design
  + Operating Systems, including Linux
  + Cryptology
  + Network Programming

# Tech Skills:

|  |  |
| --- | --- |
| * C/C++ | * Assembly Language |
| * Python |  |
| * Java |  |

# Additional Tech Experience:

* Game Development Class (01/29/2015 - 05/14/2015)
  + Used Unity to program a Video Game with a few people
* ID Tech Camp (07/07/2014 - 07/11/2014)
  + Created Mod for Minecraft™ using Java and Eclipse by myself
  + Mod involved additional blocks and items
* Game Development Class 2 (01/29/2019 – 05/17/2019)
  + Worked with three other people to create a Video Game
  + I was a programmer and was given another programmer and two artists