

## — OBJECTIVE —

Seeking opportunities to gain experience in applying my coding and design skills to a bigger project.  
Looking forward to tackling challenging problems and learning more along the way.

## — EDUCATION —

**University of Illinois at Urbana-Champaign** ----- **May 2021**  
Bachelor of Science in Computer Science

**Moreau Catholic High School** ----- **May 2017**  
Graduated 8th in Class - GPA: 4.33

### Relevant Coursework:

Software Design Studio ----- spring 2018  
Discrete Structures ----- spring 2018  
Introduction to Computer Science ----- fall 2017  
Intro to Object-Oriented Programming in Java ----- summer 2016

## — SKILLS —

Coding Languages:	
Java, C++, Python, HTML, CSS, JavaScript	
<b>3D CAD Modeling:</b> Autodesk Fusion 360 Tinkercad, OpenSCAD	<b>Presentation Design:</b> PowerPoint, Prezi Google Slides

## — PROJECTS / EXPERIENCE —

**Personal Website** -----  
I built and designed my own website using HTML and CSS to present additional information about myself and projects listed here. It is essentially an informal version of my resume. *Link is located at the bottom of page.*

**3D CAD BMW Z4 Bumper Clip Replacement** -----  
By using the original broken piece, I created a rough sketches and designs, complete with measurements taken with a digital caliper and protractor. I used these designs to create a 3D model using Fusion 360, adjusting as needed throughout several versions before finalizing the duplicate piece.

**DECA Involvement** -----  
I competed with a partner in DECA'S entrepreneurial event International Business Plan. I worked collaboratively on the 30-page report as well as designed the 2D and 3D models of our emergency cell service product. We ultimately placed 7th in the State Career Development Conference in California.

**Drawing Application** -----  
As my first individual, self-chosen project, I developed a drawing application using C++ and OpenFrameworks' GUI resources. The app includes features allowing the user to change color, erase, clear the canvas, change the brush size, and more.