## **Skills**

- Full-stack Web Engineering
  - o HTML, CSS (Compass, LESS), jQuery
  - o node.js, PHP (Yii, Zend)
  - SQL (MySQL), NoSQL (MongoDB)
  - Design
- Native Android Development
- Assorted Programming
  - o C/C++
  - Linux
  - o Git
- Mathematics
  - o 2013 Putnam Score: 10

## **Experience**

- MetabolismFun Solo Full-stack Web Engineering
  - An online, educational game created to teach cellular metabolism at a university level.
  - The idea was formulated by Dr. Neocles Leontis; I developed the entire application for use in his class.
  - Features a playable turn-based game forcing the player to learn metabolic pathways to maximize certain outputs, customizeable settings, saved games, and a flat, responsive appearance.
- Personal Robotics Intern; Android Development
  - I designed an Android application for in-house use that simplified normally difficult tasks such as adjusting motor position, displaying sensor output, or sending a direct command.
- Agile Oasis Technologies Intern; General Web Development
  - I worked on a number of projects, generally designing frontend pages for contracted websites.
- Game of Life Independent Project
  - A simulation of Conway's Game of Life, developed in Java to run on a desktop computer.
  - A game as much as a tool, the program allows users to work on an infinite grid, place predifined patterns, and watch cells evolve over time.

## **Education**

- Carnegie Mellon University
  - Current sophomore in the Mellon College of Science, majoring in Mathematics.
- Bowling Green State University
  - I took many mathematics classes during high school at BGSU.
  - o Cumulative GPA: 4.0
- Saint John's Jesuit High School



