





## Skills

- **Full-stack Web Engineering**
  - HTML, CSS (Compass, LESS), jQuery
  - node.js, PHP (Yii, Zend)
  - SQL (MySQL), NoSQL (MongoDB)
  - Design
- **Native Android Development**
- **Assorted Programming**
  - C/C++
  - Linux
  - Git
- **Mathematics**
  - 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, customizable 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 predefined patterns, and watch cells evolve over time.

## Education

-  **Carnegie Mellon University**
  - Current sophomore in the Mellon College of Science, majoring in Mathematics with a minor or possible double major in Computer Science.
-  **Bowling Green State University**
  - I took many mathematics classes during high school at BGSU.
  - Cumulative GPA: 4.0
-  **Saint John's Jesuit High School**
  - Graduated in 2013 as Valedictorian with a cumulative GPA of 4.8.

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