

EDUCATION

CARNEGIE MELLON UNIVERSITY 2013 - 2018 (Expected)	BS in Mathematics with a second major in Computer Science Cumulative GPA (as of Spring 2018): 3.40
BOWLING GREEN STATE UNIVERSITY 2009 - 2013	Credits equivalent to a minor in Mathematics, earned during high school Cumulative GPA: 4.0

EXPERIENCE

THUMBSTACK <i>Software Engineer Intern</i> Summer 2017	Rebuilt the login flow in the Thumbstack customer Android app from the ground up. I added account creation and Facebook login, modernized the UI, and ran experiments. I was on the forefront of transitioning the app to a reactive paradigm with RxJava and translating Java code to Kotlin. I fleshed out existing solutions and added my own ideas, learning alongside the team and providing them with tools for the future.
IMAGING SYSTEMS TECHNOLOGY <i>Android Intern</i> Summer 2016	Developed an Android tablet app to monitor and control a manufacturing process. The app gathered live data via Bluetooth, calculated aggregates, displayed realtime graphs, and kept logs of past runs. I focused on handling large amounts of data in an extensible way and presenting the data in ways that facilitated the team's decision making.
METABOLISMFUN <i>Full-Stack Web Engineer</i> July 2013 - Jan 2015	Created the educational game MetabolismFun (metabolismfun.com) for Dr. Neocles Leontis at BGSU to teach metabolic pathways in an engaging, interactive way. I was responsible for programming, design, and deployment.
AGILE OASIS TECHNOLOGIES <i>Web Developer Intern</i> Summer 2015, 2013	Developed the social network Project Qi (projectqi.com) aiming to connect users to non-profits. I built standard features such as a profile, feed, pictures, and groups and worked closely with the client to craft the experience he had in mind. Designed and built the frontend for a variety of contracted websites.
PERSONAL ROBOTICS <i>Research Intern</i> Summer 2012	Designed an Android tablet app for in-house use with the humanoid robot HERB. The app provided a simple interface for normally difficult tasks such as adjusting motor position, displaying sensor output, or sending a direct command.

SKILLS

NATIVE ANDROID ENGINEERING	In depth knowledge of the Java API; experience with Kotlin, Gradle, Instant Apps Worked with industry standards, mature codebases, and large-scale deployments
FULL-STACK WEB DEVELOPMENT	Frontend: JavaScript (jQuery), HTML5, CSS (Compass, Less) Backend: PHP (Yii2, Zend), SQL, some Node.js and Python
PROGRAMMING	Java, C/C++, Python: solid foundation in the style and uses of these languages Software Design: experience and training in maintaining large projects Linux: day-to-day usage with top-level components (command line, scripting, Git)
MATHEMATICS	Strong academic core with a focus on Abstract Algebra and Combinatorics Analytical thinking, problem solving, and abstract reasoning