

Education

University of Michigan - Ann Arbor

BSE in Computer Science/Minor in Music

- GPA: 3.875

September 2017-May 2020

Employment

Roblox Corporation

Software Engineer Intern

San Mateo, CA

June 2019 – August 2019

- Designed and implemented a RESTful API in .NET currently receiving thousands of requests a second in production, which keeps track of dependencies between in-game assets on the Roblox game platform.
- Beta test a development workflow in Docker Compose, Hashicorp Nomad and Vault, and Drone CI.

Crowds and Machines Lab at the University of Michigan

Ann Arbor, MI

Technical Lab Assistant

January 2019 – Present

- Educate undergraduate researchers on various tools and skills, such as version control, and software architecture
- Hold office hours to assist researchers with technical problems and create/maintain documentation for the lab.

TechSmith Corporation

Okemos, MI

Software Engineer Intern

May 2018 – August 2018

- Participated in updating Camtasia, a screen capture and video editing program.
- Implemented new features for Camtasia, using MFC (C++) and WPF (C# + XAML).

Projects

GridBeat

[GitHub: projectlegato/projectlegato](#)

Music education puzzle game that teaches the player about drumming. Made with Unity2D.

TURBONEON

[deem.itch.io/turboneon](#)

A 3D, splitscreen multiplayer spaceship racing game. First place winner of the December 2019

University of Michigan Student Game Showcase. Made with Unity3D.

Music Composition

[soundcloud.com/eashw](#)

Composed and arranged songs performed electronically and live using the DAW Reaper, piano, clarinet, and bass clarinet.

Personal Website

[eash.dev](#)

A personal website displaying a full list of past and current projects. Frameworks used: Gatsby, ReactJS

Activities

Video Game Music Club

Speaker/Director of Online Communications/Bandleader

January 2018 – Present

- Lead discussions and workshops on video game music analysis, music theory, composition, and music production
- Manage mailing lists, online calendar, Discord server, and social media for the club
- Arrange popular video game music for performance by the club ensemble.

FIRST Alumni and Mentors Network at Michigan (FAMNM)

Treasurer (2018-Present) & Webmaster (2019-Present)

September 2017 – Present

- Fundraise over \$25,000 to establish an endowed scholarship for FIRST alumni at the University of Michigan
- Draft and submit funding proposals to facilitate the improvement FAMNM events
- Maintain the frontend and backend of the club website located at <https://famnm.club>

Michigan Hackers

Web Team (2018-19) & Bootcamp Lead (2019-Present)

January 2018 – Present

- Organize weekly presentations to introduce new CS students to concepts essential to academic and career success.
- Topics include: version control, test-driven development, OOP and FP basics.
- Develop the back-end for the Michigan Hackers website (michiganhackers.org) using Gin, a Golang framework.

Skills

Languages

• C++, Java, JavaScript, Python, C#, Go, XML, XAML, SQL, HTML/CSS, Markdown, LaTeX

Tools/OSes

• Git, Bash scripting, PowerShell scripting, Windows Subsystem for Linux (WSL), Windows, OSX, Linux

Music

• Cockos Reaper, Avid Pro Tools, MIDI sequencing, Clarinet Family (8 years), Piano (12 years), Composition (3 years)