**EDUCATION** Expected December 2018

**Wentworth Institute of Technology** |Boston, MA

Bachelor of Science in Computer Science

*Related Courses*: Computer Science I, Intro to Networks and Systems, Computer Science II, Object Oriented

Programming Java, Computer Architecture, Data Structures, Database Management Systems

**SKILLS**

*Languages:* Solidity, C, C++, C#, Java, SQL, PHP, JavaScript, HTML, CSS, Python, Objective-C, Perl, Ruby

*Frameworks:* React, express, AngularJS, Laravel, jQuery, Foundation, Bootstrap, netty.io, Wordpress

*Software:* Visual Studio 2013 - 2015, Intellij, Eclipse, Microsoft Office, Git, Android Studio, Wireshark, Gradle

*Operating Systems:* Windows XP, WIndows 7/8/10, LInux/Unix, OSX

**EXPERIENCE**

**Raytheon** | Billerica, Massachusetts January 2017 - December 2017

*Cyber Software Engineer Co-Op*

* Programmed in C#/ASP.NET finding UI/UX bugs using unit tests
* Made unit tests using WebDriver for an ASP.NET web application
* Machine Learning Project in Java/Python using TensorFlow

**TECHeGO, LLC** | South Jordan, Utah May 2015 - August 2015

*PHP Laravel Programmer*

* Programmed and designed web apps in PHP using Laravel and React.
* Develop Sync4Podio project.

**PROJECTS**

**Ethereum Card Game**  March 2017

* Programmed in Solidity to create a blackjack betting game
* Solidity/HTML5/CSS/JS
* Programmed both smart contract and frontend

**Xplore** February 2015

* Developed backend of site using Node.JS and Javascript.
* Express framework used to listen for HTTP requests
* Made for GenTech Hackathon

**Sharp2D**  2014-Present

* Built a C# library adapted for making game prototypes quickly and easily.
* OpenGL and OpenTK was used.
* Team of 2, used Slack for communication and Git for project management.

**JConfig** August 2015

* Built Java library for creating custom configuration classes that bind to json files.
* Gson was used for serializing and deserializing json files.
* Java reflection was used for dynamically implementing custom config interfaces.

**Project Ghost** May 2015 - Present

* Developed and managed team for Java based multiplayer game.
* Netty.io for networking over TCP, LibGDX for client-side rendering, MongoDB for server database.
* Team of 5 people, used Slack for communication and Git for project management.

**Taskbar Rave** | Computer Science II September 2015

* Built C program that analyses music and pulses taskbar color in Windows.