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OBJECTIVE:
- To obtain a cooperative education or internship centered on game, web, or software development. (Available starting January 2019)

EDUCATION:
- Rochester Institute of Technology, Rochester, NY
- Bachelor of Science in Game Design and Development with a Secondary Major in Psychology
- Expected graduation: December 2018
- GPA: 3.98/4.0
- Awards: Dean's List all terms; Outstanding Undergraduate Scholar 17'-18'; RIT Presidential Scholarship

TECHNICAL PROJECTS:
- *Audio Attack*: Created an arcade-like "music-generated" game using the Processing programming language that uses the computer's audio output to generate the game's content based on different audio features such as frequency, amplitude, and beats. (May 2018-July2018)
- *Jester's Tower*: Created a fantasy puzzle game using C# and Unity in a team of 5 people. Worked on the grid architecture for movement, the mechanics for each of the four unique puzzles, designing some of the puzzles, and implementing the artist's 3D models and animations. (April 2018-May2018)
- *Virtual Reality Data Visualization Application*: Created a prototype VR graph/network type data visualization application for the web browser using JavaScript, the aFrame and Three.js libraries, and Web VR. Also built standalone version of the application in Unity using C#. (May 2017-October 2017)
- *Yars Revenge 3D*: Remade the game *Yars Revenge* using C++ in a team of 4 people. Worked on collision detection, sound effects, and the architecture for the main player class. (April 2017-May 2017)

PSYCHOLOGY RESEARCH PROJECTS:
- *Single vs. Multiplayer Gaming Motivation:* Working on a senior research project focusing on gaming motivations and gaming addiction between single and multiplayer games (January 2018-)

TECHNICAL SKILLS:
- **Programming**: C#, C++, JavaScript, Java in Processing; also familiar with Python
- **Web**: HTML5, CSS, Node.js, Bootstrap, Materialize, Three.js, aFrame, MongoDB
- **Operating Systems**: Windows, Android, iOS; also familiar with Mac OS X and Linux
- **Other Software/Hardware**: Unity, Oculus Rift, Microsoft HoloLens, Visual Studio, Maya, Monogame, Photoshop, Processing, Minitab, SPSS, Microsoft Office; also familiar with After Effects and Illustrator

EXPERIENCE:
- University of Rochester, Rochester, NY
  Student Researcher for NSF REU Program May 2018-July2018
  - Developed a paper, prototype, and poster for a research project on music-generated games.
- GlaxoSmithKline, Collegeville, PA
  Scientific Application Developer May 2017-October 2017
  - Created a virtual reality data visualization application for graph/network type data.
- Rochester Institute of Technology, Rochester, NY
  Notetaker January 2015-December 2015; January 2017-May 2017; January 2018-
  - Took organized notes during class and submitted them for deaf/hard-of-hearing students to view.

ACTIVITIES/INTERESTS:
- Attended the Microsoft HoloHack in Philadelphia, Pennsylvania (June 2017).
- Volunteered with Habitat for Humanity, RIT's Rudicon, RIT's Honors Service Committee, and Hopewell Veterinary Hospital where I had previously worked for 4 years.
- Also spend time bowling, skiing, going to the gym, doing Sudoku, and reading.