

## EDUCATION

<b>B.S.:</b> Software Engineering, Iowa State University	GPA: 3.93	Expected 05/2023
<b>M.F.A.:</b> Creative Writing, Virginia Tech	GPA: 4.0	
<b>B.A.:</b> English and French, The University of Iowa	GPA: 3.59	

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## PROGRAMMING PROJECTS

### **Party Parade**, Event hosting app, Fall 2021; Spring Boot, Android Studio

Worked with a team of four to develop an app for users to share, search, and communicate about local events. I worked primarily as backend developer, where I designed and implemented tables, relationships, and SQL queries within the Spring Boot framework. I also implemented web sockets for frontend and backend to allow chat for event attendees. Functional testing conducted through Postman, CI tests in JUnit and Mockito. Versions controlled through Gitlab.

### **Bit Magnet**, Social media website, Spring 2021; React, NodeJS

Using agile methods, designed and hosted a fully functional social media site with three teammates. In addition to Jest testing (within a test-driven environment), my contribution focused on interactive frontend elements, including mouse shadowing, drag-and-drop, and making HTTP requests in NodeJS. Versions controlled through Gitlab.

### **Roguelike Game**, Terminal based game, Fall 2021; C and C++

Used C to implement a dungeon terrain map. User interface involved navigation, speed (turn taking), multiple floors, and "fog of war" visibility. Monsters and weapons were added after porting to C++, with parsers and factories to create user defined objects.

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## PROFESSIONAL EXPERIENCE

### **English Instructor**, Des Moines Area Community College, Fall 2017-Present

Design and maintain online web courses for students of diverse backgrounds. Courses include: Strategies for Writers, ESL, Composition I and II, Preparatory Writing I and II, and Women Writers.

### **Smart Energy Program Assistant**, City of Ames, Summer 2021

Performed use testing of new software. Updated program website to improve user experience and site maintainability. Entered data and analyzed energy usage.

### **English Lecturer**, Iowa State University, Fall 2018-Spring 2020

Led team in planning and designing new online pilot course (Written, Oral, Visual, and Electronic Communication). Assisted Foundations team on continuing development of course. Evaluated, implemented, and communicated improvements with the involvement of students, colleagues, and administration across multiple programs.

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## SKILLS

### **Independent**

- R, ThinkorSwim, Python: Implemented and tested stock trading systems
- Java: Developed machine learning tic-tac-toe game using hash-maps and game-states
- CSS, HTML, WordPress: Designed and maintained popular online literary art journal for several years
- Additional: Determination, creativity, and written communication

### **Academic**

<u>Languages</u>	<u>Frameworks and Systems</u>	<u>Interpersonal</u>	<u>Courses</u>
∈ Java (+JUnit)	∈ React (+Jest)	∈ Collaboration	∈ Data Structures
∈ C (+gdb), C++	∈ NodeJS	∈ Communication	∈ Algorithms
∈ JavaScript, HTML, CSS	∈ Android Studio	∈ Leadership	∈ Operating Systems
∈ SQL	∈ Spring Boot (+Mockito)	∈ Initiative	∈ Database Management
∈ Assembly	∈ Postman	∈ Flexibility	∈ Software Development