

## EDUCATION

<b>Bachelor of Science: <i>Software Engineering</i></b> Iowa State University, Ames, Iowa	GPA: 3.93 May 2023 (Expected)
<b>Master of Fine Arts: <i>Creative Writing</i></b> Virginia Tech, Blacksburg, Virginia	GPA: 4.0 May 2012
<b>Bachelor of Arts: <i>English and French</i></b> The University of Iowa, Iowa City, Iowa	GPA: 3.59 December 2008

## PROFESSIONAL EXPERIENCE

### ***English Instructor***, DMACC, Fall 2012-Present

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

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

- Led 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.

### ***Library Specialist***, DMACC, Summer 2013-Summer 2014

- Managed online database and library records.
- Provided guidance and assistance with student research and writing assignments and answered technical and research-related questions.

## Programming Projects

### **Software Engineering Program, ISU**

#### ***Bit Magnet***, Social media website, Fall 2021

Worked with a team of four to design and host a social media site. Managed SQL database to store users and content. Frontend developed using React with NodeJS. Testing done with Jest.

#### ***Roguelike Game***, Terminal based game, Fall 2021

Used C to implement a design for a dungeon terrain with user interface. Monsters and objects were added after porting to C++.

### **Independent**

Machine Learning Tic Tac Toe, 2020, Java

Computer trading systems, 2017, R and ThinkorSwim

*Toad*, Online art journal, 2010-2017, CSS, HTML, Wordpress