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## EDUCATION

### **Bachelor of Science: *Software Engineering***

Iowa State University, Ames, Iowa

GPA: 3.93

May 2023 (Expected)

### **Master of Fine Arts: *Creative Writing***

Virginia Tech, Blacksburg, Virginia

GPA: 4.0

May 2012

### **Bachelor of Arts: *English and French***

The University of Iowa, Iowa City, Iowa

GPA: 3.59

December 2008

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## PROFESSIONAL EXPERIENCE

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

Design and maintain online web courses for a diverse range of students. 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. Data entry and analysis of energy usage.

### ***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.

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## PROGRAMMING PROJECTS

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

#### ***Party Parade***, Event hosting app, Fall 2021 (Current), Spring Boot and Android Studio

Working with a team of four to develop an app for users to share, search, and communicate about local events.

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

Worked with a team of four to design and host a social media site. Managed SQL database to store users and content. Front end developed using React with NodeJS. Testing done with Jest. Versions controlled through Gitlab.

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

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**

Designed learning algorithm using hash maps and game states. The program trains against itself and continues learning against human players.

#### **Computer trading systems, 2017, R and ThinkorSwim**

Experimented with trading strategies by programming algorithms and indicators. Simulated performance across test periods.

#### ***Toad***, Online art journal, 2010-2017, Wordpress

Designed and maintained a reputable, literary art journal using Wordpress, HTML, and CSS.

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