**OBJECTIVE**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

To obtain an internship or full-time position that is oriented around full stack web development, object-oriented programming, or game development.

**EDUCATION**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Marist College 2014 – May 2019**

Poughkeepsie, NY

Expected Bachelor of Science in Computer Science.

**Minors:** Information Technology, Information Systems.

**RELEVANT EXPERIENCE**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Web Developer** - Marist College, Poughkeepsie, NY **May 2017 – Current**

Responsibilities include, building, updating, and maintaining Marist College web-applications and 3rd party web-applications developed by Marist.

**Resident Assistant** – Marist, Poughkeepsie, NY **June 2015 – Dec 2016**

Worked as a central resource for all things concerning the safety and wellbeing of the residents in the hall. Responsibilities included managing a student government group, documenting and resolving incidents, hosting events for the residents, and working with other RAs as administrative personnel to facilitate campus wide events.

**RELEVANT PROJECTS**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

***-key:*** \* = currently on Github; \*\* **=** pushing to Github soon; and **\*\*\*** = currently unavailable.

**Web App\*\*\*– School Project Fall 2016**

* Developed HTML, CSS, php, and sql files for a class web-application.
* **Tools:** Bit Bucket, GIT, Notepad.

**Interpreter\*– School Project Spring** **2017**

* Developed a toy language that is interpreted an executed by an interpreter. Built in C/C++.
* **Tools:** Clion IDE, Terminal, GIT, Sublime.

**Web App\*– Portfolio Site** **Summer 2017 – Current**

* Developing a personal portfolio site to showcase projects. Building with HTML, Bootstrap, Angular, CSS, and JS.
* **Tools:** Sublime, Google Chrome Dev Tools, GIT, Udemy Courseware.

**Operating System\*–School Project Fall 2018**

* Developed a browser-based operating system that is modeled after the 6502 processor and is built in HTML, CSS, and Typescript.
* **Tools:** Git, Chrome Dev Tools, JSLint, Webstorm IDE.

**Maze Game\*\*–School Project Spring 2019 – Current**

* Developing a game written in C++ that utilizes DFA/NFAs to build a level and model AI behavior within the game. The objective of the game is to escape a maze without getting caught by a monster.
* **Tools:** Git, Unreal Engine, Unreal Engine Assets.

**Web App\*\*–School Project Spring 2019 – Current**

* Developing a feature for a web application at a telecommunications company; responsibilities include designing, developing, and properly documenting the feature. The feature is being built using Nginx, NodeJS, and VueJS.
* **Tools:** Git, VueCLI, Webpack, Babel, Eslint.