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

To obtain a full-time position that is oriented around full stack web development, C++ development, or game development.

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

**Marist College 2014 – Fall 2018**

Poughkeepsie, NY

Expected Bachelor of Science in Computer Science.

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

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

**Software Developer/Project Director** – Unreal Engine Project, Poughkeepsie, NY **April 2017 – Current**

Main contributions have been as a programmer, director, and creative designer. Responsibilities include, planning team meetings, organizing repositories and directories, designing core functionality and creative lore, directing a team of designers and programmers, and programming core gameplay mechanics. Project is detailed below.

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

**Unreal Engine Game\*\*\*– Startup/Team Project Spring 2017 - Current**

* Developing a professional scope game for PC that is currently in its infancy stages of development. The game is a 3rd person, team oriented, objective focused online game. Building in C++.
* **Tools:** Visual Studio, GIT, Trello, Google Drive, Discord, Facebook, Unreal Game Engine.

**Web Site\*\*– Personal 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.