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

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

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

**Marist College 2015 – May 2019**

Poughkeepsie, NY

Bachelor of Science in Computer Science.

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

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

**Software Engineer Intern** - Nuance, Mahwah, NJ **May 2019 – Current**

General responsibilities included choosing a stack for an enterprise web application; researching, planning, prototyping, and building the application. Focused responsibilities included prototyping the frontend/backend and building the backend as well as some of the frontend.

**Software Engineer Intern** - GTel, Germantown, NY **Jan 2019 – May 2019**

Built a feature for a web application. Responsibilities included designing, developing, documenting, and demoing the feature.

**Web Developer** - Marist College, Poughkeepsie, NY **May 2017 – May 2019**

Responsibilities included 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.

**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.

**Puzzle Game\* – School Project April 2019 – May 2019**

* A puzzle game written in java that uses DFAs to monitor user progression through a series of riddles.
* **Tools:** Git, IntelliJ

**Web Application \*\*\* – Internship (GTel) Feb 2019 – May 2019**

* Developed a feature for a VueJS application that requested information from a series of endpoints, consolidated responses, compared values, and return the information in user friendly manner.
* **Tools:** Git, VueJS, Nginx, Eslint.

**Web Application\*\*\* – Internship (Nuance) June 2019 – Sep 2019**

* Developing an in-house data analysis tool that communicates with several APIs to obtain information about clients, analyze this information, and send notifications via the APIs and user input. Backend was built with Java Spring and the frontend was built with Angular 8.
* **Tools:** Git, Java, Spring Framework, Maven, Angular 8, IntelliJ.