

Education

University of Minnesota - Twin Cities | Sep 2018 - May 2022

Bachelor of Science in Computer Science, Minor in Interdisciplinary Design

GPA: 3.57

DIS Copenhagen | Aug 2021 - Dec 2021

Study abroad in Copenhagen, Denmark. Took a variety of courses, including Game Development, Danish Design, and Counter-Terrorism and Intelligence Analysis.

Experience

QA Intern at Lucy AI | May 2021 - Aug 2021

- Extensively tested Lucy's knowledge management system, utilizing Jira to report bugs and verify changes.
- Ensured batch provisioning of users worked correctly, allowing 10,000+ users to be added at a time.

Lead Intern at Holmes Center for Entrepreneurship | Oct 2019 - Aug 2021

- Kept in contact with all the interns to assess current status and delegate tasks.
- Developed and maintained pages for several University websites using Drupal and Git.
- Ensured the MIN-Corps website could safely migrate to Drupal 9 by upgrading modules.
- Responsible for communications to over 5,000 students and faculty with Salesforce Marketing Cloud.
- Designed graphics and edited videos for social media and events.

Skills

Languages: Python, C, C#, C++, Java, JavaScript, SQL, HTML, CSS

Technologies: Git, Jira, Drupal, Unity, Figma, Adobe Suite

Projects

[The Red Line](#) - 3D game prototype written in C# using the Unity engine. 60+ downloads.

Piecemeal - [App mockup](#) to streamline process of donating to those in need; [Forge Competition semifinalist](#).

Algorithmic trading program - Written in Python using the Alpaca API. Allows for automated trading of stock market securities.

[Green Garden Bakery](#) - Complete website and branding redesign for youth-run bakery based in Minneapolis, completed with a small team free of charge