

EDUCATION

SAIC Chicago, IL 2017 – present	MFA, Art & Technology Studies , Expected 2019 TA: Intro to Computer Vision, Intro to Creative Coding, Kinetics & Computer Control. Lab Tech: Electronics & Kinetics Lab. Exhibits: Algomotion, MFA thesis show, Experimental Sound Studio, Save money save life, Interactive Art, Answering Machine.
VIRGINIA TECH Blacksburg, VA 2008 – 2012	B.S., Computer Engineering , December 2012 CGPA: 3.84, Rank: 6/126, Summa Cum Laude Honors & Awards: Bernard Silverman, Byron M. & Helen S. Brumback, Gilbert L. and Lucille C. Seay, MR. and CP. Staley Memorial, Litton Industries, Benjamin F. Bock, James Milton Beattie Jr.

EXPERIENCE

MICROSOFT Redmond, WA 2013 – 2017	Software Engineer , Skype for Consumers, Skype4Life, 2014 - 2017 <ul style="list-style-type: none">• Worked across CoreUI, Messaging, and Fundamental squads to develop high-impact features for the next-gen Skype client shipped on iOS and Android platforms in June, 2017.• Contributed to ReactXp, an open-source platform developed by our team for cross-platform application development using Javascript.• Developed distributed scalable backend applications like Skype's feedback service and machine learning driven Skype bots. Integrated Microsoft's bot infrastructure into next-gen Skype client's user interface. Software Engineer , Skype for Business, MBox, 2014 Shipped a Companion mobile web app for iOS, Android, and Windows Phone, which communicated with an embedded hardware device via bluetooth to make scheduling and attending Skype meetings portable. Software Engineer , Windows, Hyper-V, 2013
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SKILLS

LANGUAGES	C++, Javascript, C#, Objective-C, PureData, C.
TOOLS	OpenFrameworks, Processing, Git, Arduino, RaspberryPI, ReactXp, React, React-Native, Unity, AngularJS, EmberJS, Bootstrap.
DESIGN/SOUND	Sketch, GIMP, Adobe Photoshop, Sonic Pi, Ableton Live, Logic