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EDUCATION

Bachelor of Science, Computer Science
Florida State University, Tallahassee, FL   December 2014

SKILLS

- C
- C++
- Java
- Python

- JavaScript
- HTML
- CSS

- Some experience with Lua, C#, PHP, MySQL

PROJECTS

No Hells, No Heavens

In-development action-RPG based on the game *Ragnarok Online*.
Uses the open-source software *Hercules* and *roBrowser* as a base for the server/client.
Languages Used: C, MySQL (*Server*) / JavaScript, HTML5, CSS (*Client*)

- Developed a solid understanding of two large existing codebases and their various interactions
- Redesigned and revamped the base gameplay, added new functionality and game content to both the server and client software
- Deployed server and client to an AWS EC2 instance to ensure reliability/scalability

QuickRPG

Twitter bot that generates and simulates the life of an RPG character for users.
Languages Used: Python

- Independently designed and developed the entire game system
- Used Tweepy to interact with Twitter's API to listen for requests and reply to users with the log for their character

TacTile

Android application that allows the user to create a mosaic-like picture using their Facebook friend's profile pictures. Team course project.
Languages Used: Java, XML

- Integrated the Facebook API into the app to populate the palette with profile pictures, and to let the user post the completed picture to their Facebook feed

Reminder Reminder

Android application that allows the user to send a delayed notification to themself.
Individual course project.
Languages Used: Java, XML

- Independently designed and implemented the functionality and UI of the app