

EDUCATION

- **Texas A&M University** College Station, TX
BS Computer Science; GPA: 3.7/4.0 *Expected: May 2021*
- **Relevant Coursework:** Data Structures & Algorithms, Programming Languages, Discrete Math, Computer Organization

PROGRAMMING SKILLS

- **Languages:** Java, C++, Swift, Javascript, HTML, CSS, C#
- **Technologies:** Git, Node.js, iOS, OpenGL, Pug/Jade, Visual Studio, Eclipse, Azure DevOps

EXPERIENCE

- **Preventice Solutions** Houston, TX
Software Engineering Intern *May - Aug 2019*
 - Lead creation of unit-testing standards utilized in onboarding of new developers
 - Using C# and ASP.NET MVC, implemented unit and integration tests alongside active development tasks while following Test Driven Development
- **ACE Lab TAMU** College Station, TX
Lead Developer *Jan - May 2019; Aug 2019 - Present*
 - Lead iOS Developer overseeing a team of 4 undergraduate developers and QA testers
 - Implemented continuous heart-rate monitoring and long-term trend graphs to the Apple Watch and iPhone app using Swift and HealthKit

PERSONAL PROJECTS

- **Desktop Control Tablet(2018 - 2019):** Developed a website using Node.js and Pug displayed on a touch-screen Raspberry Pi tablet that remotely controls various functions of my Windows 10 computer
- **Terrain Generation(2018):** Created a C++ random-terrain generator and renderer using OpenGL for rendering and the Perlin-noise algorithm for terrain generation
- **Livestream Control Panel(2018):** Built a website control-panel in Javascript and HTML/CSS which controls livestream graphic elements to be used in a video game tournament broadcasted to 2500 members
- **Flokk iOS App(2018):** A short-video group messaging iPhone app, which features private group feeds and in-app video editing using Swift and Firebase

RESEARCH

- **CLEVERarm Rehab Exoskeleton**
Student Researcher *Aug - Dec 2018*
 - Implemented augmented reality(AR) physical therapy games for the Microsoft Hololens using Unity and C# used in the rehabilitation of stroke patients