

Education

Kutztown University of Pennsylvania, Kutztown PA

Bachelor of Science in Computer Science, Software Development

Noteworthy Coursework: Web Technologies, Advanced Scientific Programming, Compiler Design, Intro to Cryptography, Data Structures, Interdisciplinary Software Rapid Prototyping, Operating Systems, Network Programming, Java Programming, Intro to Computer Science Theory.

Projects

Angler's Augur - Personal, 2021-CURRENT

A multi-platform application that gives a grade 'A-F', based on the weather conditions, to determine whether or not to go fishing.

Tech: Electron, HTML, CSS, JavaScript, Bootstrap, Webpack

One Way Out - Group Course, 2020

Ambient VR Horror Game built using Unity Engine

Tech: Unity Engine, Blender, VRTK, C#

Safely Sent - Group Capstone Course, 2019-2020

Encrypted web messaging application built using Firebase

Tech: Firebase, HTML, CSS, JavaScript, Adobe XD

Paddle Duck - Personal, 2015-2016

iOS Game where a player dodges objects using their phone's built-in accelerometer

Tech: XCode, Objective C

Work Experience

Lowe's Home Improvement, Pottstown PA

Receiver/Stocker

06/2019-Present

- Aided in the successful turnaround of receiving department through newly implemented organizational systems that maximized efficiency
- Significantly decreased time spent on processing & scanning customer orders in the department
- Unload incoming products and enter correct quantities into Genesis to ensure store inventory is accurate and maintained daily

Lowe's Home Improvement, Pottstown PA

Overnight Stocker

04/2018-09/2018

G.H. Bass & CO., Pottstown PA

Sales Associate & Stocker

06/2016-12/2016

Skills

- JavaScript, HTML, C++, Python, Windows, Unix, Git, Github, Adobe Creative Cloud
- Forklift, Order Picker, Reach Truck Certified