
Education

Boise State University

BSc Games, Interactive Media, & Mobile

Aug 2023 - May 2026

Application Programming - Game Programming - 3D Modeling & Animation - Autodesk Maya - Trigonometry
Unity & Unreal - Object-Oriented Programming - Physical Computing - Basic Electrical Engineering -
Web & Mobile Development - Audio & Video Production - Augment & Artificial Reality - Machine Learning

Boise CodeWorks Software Immersive

Software Development, Design, and Programming

Jan 2022 - Apr 2022

Application Programming - Web Application & Software Programming - Software Design Standards
Development Operations - Library Methodology & Documentation - Team Development - S.O.L.I.D. Design
Object Relational Mappers - Business Logic - Front-End Libraries - Back-End Libraries - MERN Stack

ACI Learning, Denver

Computing Technology Industry Association Training

Mar 2020 - Apr 2020

IT Industry Business Operation Standards - Operational Security - Networking Systems - System Admin
Computer Hardware Repair & Installation - Information Technology Infrastructure Library - Authentication
Troubleshooting - Preventative Maintenance - Computer Configuration - IT System Specifications

University of Colorado, Denver

General Education, Audio Recording Arts

2018 - 2020

English & Writing - Ethics & Diversity Inclusion - Music Theory - Film Scoring - Physics of Sound
Music Business - Theatre Production - Practical Algebra - Audio Production & Engineering - Economics
Financial Accounting - Marketing - Family & Community Relations - Communication

Experience

Boise State Office of Information Technology

Web Analyst

May 2022 - Feb 2023

- Analyzed WCAG and SEO data to guide system-level improvements and compliance strategies.
- Planned scalable solutions to maintain accessibility and performance across university web platforms.
- Communicated technical issues and updates to stakeholders, reinforcing collaboration.
- Triageed and resolved ServiceNow tickets with structured debugging and documentation.
- Conducted proactive infrastructure maintenance to ensure long-term system stability.

Boise State University, RADAR Center

Web Maintenance & Content Creation Specialist

Nov 2023 - Aug 2024

- Evaluated system capabilities and translated user needs into functional web solutions.
- Designed and implemented an online registration and purchase system using full-stack principles.
- Trained staff on system usage, improving operational fluency and reducing support overhead.
- Diagnosed and resolved system inconsistencies through iterative testing and refinement.
- Maintained and updated digital resources to support long-term usability and performance.

116 & West Marketing Agency

Front-End Web Developer

May 2022 - Feb 2023

- Re-engineered front-end systems for modularity, performance, and maintainability.
- Managed multiple concurrent development projects in fast-paced agency environments.
- Led maintenance efforts and served as technical point-of-contact across teams.
- Authored documentation to support onboarding, training, and system handoff.
- Defined and documented newly engineered systems for long-term scalability.

Neteo High Speed Internet

Internet Technician, Sales Representative

Jan 2020 - Nov 2020

- Diagnosed and resolved network and hardware issues in real-time field environments.
- Collected and reported customer data to inform service optimization.
- Managed service requests and coordinated installation logistics.
- Delivered technical support and solutions directly to customers.
- Investigated and proposed solutions for field technician requests.

Skills

Computer Languages & Tools

C#	JavaScript	Node.js	React.js
ASP.NET	Express.js	MySQL	Dapper
Visual Studio	VS Code	Amazon EC2	D3.js
Xcode	Swift	Unity Engine	Unreal Engine
Windows	Mac OS / iOS	Arduino	C++
HTML	CSS	Three.js	Vite.js

Computer Language Techniques

MVC	IoT Development	Fullstack Development	Game Logic
Game Programming	Single Page Application	Webservers	Mobile App Development
UI / UX	Web Servers / Database	Amazon EC2	Object Relational Mapping
Xcode	Swift	Unity Engine	Responsive Development
OOP	Data Management	Finite State Machines	Prototyping / Unit testing
Online Gaming	SOLID Principles	Server / Client Model	IoT Conceptualization

Professional

Organization	Scheduling	Articulation	Documentation
Timeliness	Perpetual Learning	Cleanliness	Stress Management
Collaboration	Critical Thinking	Empathy	Self-Discipline
Active Listening	Presentation	Situational Awareness	Tactful Humor