

## SUMMARY

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- Builder with a diverse skill set.
- Capable of picking up new skills and languages quickly.

## EDUCATION

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University of California, Santa Cruz  
Bachelor of Science in Computer Science, 2013 - 2017.  
Cumulative GPA: 3.44 / 4.00

### Coursework:

Algorithms and Abstract Data Types	Computer Architecture
Compiler Design	Mobile Applications
Comparative Programming Languages	Analysis of Algorithms
Web Applications	Operating Systems
Introduction to Software Engineering	Database Systems
Artificial Intelligence	Computational Models

## SKILLS

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*Proficient Languages:* Python, Java, C

*Familiar Languages:* C++, Ruby, JavaScript, Haskell

*Others:* Android SDK, Git, Scrum, Unix, SQL, HTML/CSS, Windows, Photoshop

## EXPERIENCE AND PROJECTS

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### Gate of Providence (Game | Ruby)

- Lead developer and director of this game for Windows PC with over 15 hours of playable content.
- Shipped the game to the itch.io platform.
- Collaborated with three other team members on a large project, with over 4300 hours of development time.

### NutriFit (Android Application | Java)

- Designed and developed the front-end of the Android application.
- Programmed the fitness tracker portion of the application.
- Facilitated Scrum methodology as the Scrum Master.

### IFEI - Interactive Fiction Engine and Interpreter (Game Engine | Haskell, Java)

- Developed the overall design of the application, which was used to develop two separate programs in two different languages.
- Programmed the Haskell version of the application.
- Replicated the functionality of statefulness in a functional language.

### AnimeAlert (Android Application | Java)

- Designed and developed the user interface of the Android application.
- Utilized web scraping to dynamically display images and text in the application.