

OBJECTIVE	Highly motivated, passionate learner seeking a computer science & engineering internship for Summer/Fall 2021 where I can apply academic knowledge to real-world applications.	
EDUCATION	The Ohio State University , Columbus, Ohio <i>Computer Science & Engineering</i>	Expected Graduation: May 2022 GPA: 3.98
TECHNICAL SKILLS	Languages: C#, Java, JavaScript, C, C++, PowerShell, MATLAB Tools: MSTest, JUnit, Git, SVN, Linux, Visual Studio, UE4, MonoGame Actively Learning: React.js, TypeScript	
WORK EXPERIENCE	Siemens Healthineers <i>DevOps/TestOps Software Intern</i> May – August 2020 <ul style="list-style-type: none">Designed and implemented a web dashboard to visualize build/test server usage to help with optimization and to inform hardware purchases. Utilized PowerShell scripting to access server data via MS DevOps API to pull and organize data onto the web server.Helped shape and implement an Assert/Logger class for use across the Ultrasound testing pipeline to produce objective evidence test logsChosen for Intern Spotlight of the Week Engineering Education Department, Ohio State <i>Teaching Assistant</i> August – December 2019 <ul style="list-style-type: none">Advanced programming section of Honors Fundamentals of EngineeringAssisted students in developing engineering skills in class, including technical writing, the engineering design process, engineering ethics, C/C++, and MATLAB	
PROJECT EXPERIENCE	hunterfiggs.com , Current Project <ul style="list-style-type: none">Personal site to learn web development with JavaScript/HTML5/CSS3 and to showcase other personal projectsCurrently learning React.js and TypeScript and planning redesign of website to improve knowledge of new tech NES Zelda Clone, CSE 3902 , Autumn 2020 <ul style="list-style-type: none">Team-based 2D video game development using C# and MonoGameUtilized Agile/Scrum framework to produce high quality, maintainable codebaseFostered professional software development skills – project management, use of design patterns, team intercommunication HackOHI/O Hackathon , November 2019 <ul style="list-style-type: none">Utilized p5.js JavaScript library to build top-down shooter game with three teammatesImplemented a file-based, modular level system and scalable enemy difficulties Robotics Competition, Honors Engineering Program , Spring 2019 <ul style="list-style-type: none">Designed, implemented, and tested a fully-autonomous robot to navigate/perform tasksImplemented PID system to correct for movement errors in real timeAcquired skills in project management, documentation, and oral presentation	