EDUCATION

B.S. in Applied Computer Science, George Mason University 2013 –present

* Expected graduation in 2017

TECHNICAL SKILLS

Operating Systems: Windows, Ubuntu, Linux

Languages: Python, Powershell, Java, C++, C# Javascript, CSS, HTML, SQL

EXPERIENCE

Software Engineer Intern, Microsoft summer 2015

* Worked on the SQL Azure Performance team
* Developed features in C# for a diagnostic tool in troubleshooting performance problems
* Developed features in C++ and C# for SQL Azure in the SQL Engine and frontend
* Acquired an understanding in working as a software engineer on a large scale

Explorer Intern, Microsoft summer 2014

* Worked on the SQL Azure Connectivity and Availability team
* Developed a diagnostics tool for assisting engineers in investigating login failures
* Worked as a software developer engineer, software test, and program manager
* Acquired a general understanding of working in software engineering companies

Teacher, Game Design @ George Mason University summer 2013

* Developed course curriculum with my mentor at GMU
* Taught game design using App Inventor

**Student, BDPA’s Youth Technology Program**  2013

* Learned how to program websites in HTML, JavaScript, and SQL

**Volunteer/Intern/Student, Uplift Inc.** 2010 - present

* Taught Cesar Chavez Fellows students how to develop Android apps using App Inventor
* Demonstrated how to program a mobile app to control the Lego Mindstorms NXT Robot
* Lead developer for Word It, a Python program that runs on the One Laptop Per Child
* Interned as an assistant teacher in programming, robotics, and game design
* Demonstrated how to build Lego Mindstorms NXT Robots

**Co-founder, Snikwah Interactive** 2006 - present

* Designed and programmed video games and utility applications for PC and mobile
* Designed and published company website and personal website
* Designed and developed websites for customers

##### PRESENTATIONS

##### ****Created Apps at the 3rd Annual Digital Media and Learning Conference in California, 2012****

* Participated in student panel discussion about a community garden app for Android

**Workshop at the 3rd Annual Digital Media and Learning Conference in California, 2012**

* Guided conference attendees in programming an application using App Inventor

**Youth AppLab at the 2nd Annual Digital Media and Learning Conference in California, 2011**

* Programmed a business card application using App Inventor in under 30 minutes