**1. Trino**

Project Lead, programmer, and level designer of ***Trino***, a top-down escape the maze game featuring a dinosaur with three different transformations, each with its own powers and weaknesses. The game was made in Java over the course of a semester for Cornell's CS 3152 Introduction to Computer Game Development. The game features over 20+ levels, each with multiple different ways to clear depending on playstyle. ***Trino*** won Audience's Choice at the 2018 GDIAC Showcase and was selected as a finalist and showcase exhibitor for the 2018 Boston Fig Indie Development Showcase.

Stats:

**2. Silent Voices**

Project Lead, programmer and writer of *Silent Voices*, an independent ongoing visual novel set to release early 2019. *Silent Voices* features twelve main characters, two warring countries, and many different playable routes. The game is currently being developed in Python, with freelance contributions for art and music assets. *Silent Voices* features fully interactive GUI, twelve story options, over 300,000 words and an opening video. The game launched a successful Kickstarter campaign and earned over $8000.

Stats:

**3. Wildfires**

Programmer and graphic designer of *California Wildfires*, an interactive website that displays the different causes and years for the numerous wildfires in California. The project was made in D3 for Cornell’s CS 3300 Data-Driven Webpages. The website allows for sorting by causes, as well as zooming in to individual counties in the state. The project also includes a visualization to offer a direct correlation between the cause of the wildfires and the corresponding years.

Stats:

**4. Café Pacific**

Fullstack programmer for *Café Pacific’s* website, a complete website that displays menu prices, contact information, and translations from English to Japanese. The project was made with HTML, CSS, Javascript, PHP and SQL for Cornell’s CS 2300 Intermediate Web Development. The website was made for a local Japanese restaurant and features different food items as well as online ordering. The website also allowed for admin use, where the owner of the restaurant could add, remove and edit different menu items.

Stats:

**5. thefempages**

Fullstack programmer for *thefempages*, a website to promote women-owned businesses by offering an emailing database and other resources. The project was made with HTML, CSS and Javascript as part of a Web Development summer internship. The page offers two primary functions: to help people find women-owned businesses near them, as well as let them add their information to the emailing listserve so others can find them more easily.

Stats:

**6. G&F Concrete Cutting**

Fullstack programmer for *G&F Concrete Cutting’s* website, a website to showcase the different projects and awards that the company has. The project was made with HTML, CSS and Javascript as part of a Web Development and Marketing summer internship. The website features several pages, ranging from projects to awards to an update blog.

**7. JEM Escape**

Programmer and UI/UX designer for *JEM Escape*, an escape the room game where the exit combination is hidden within three puzzles. The project was made OCaml for Cornell’s CS 3110 Data Structures and Functional Programming. The game includes three puzzles. One involves mixing the colors and side lengths of different shapes to make the ideal shape. The second includes a ken-ken puzzle. The last one is a logic puzzle that features matching each word to each camel that says it. The UI was made in Photoshop.