

Work Experience

JointAccounts Software Developer <ul style="list-style-type: none">Developed in an AWS environment with a continuous integration/continuous delivery workflow.Developed iOS apps that integrate with server APIs, databases, and cyber-physical systems.Designed PCBs to interface hardware and software components together.Programmed Arduino-based microcontrollers.Wrote code to interface with and control coin and bill acceptors over serial.	Martin, Tennessee May 2023 - Present
Discovery Park of America Technology Support Specialist <ul style="list-style-type: none">Deploy, maintain, and manage cloud-enabled digital signage devices.Troubleshoot and fix general technical problems in a professional office environment using a support ticket system.Maintain and configure networking equipment, including both hardware and software components. Configured networked security camera systems.Managed endpoints in Microsoft Azure and made use of Microsoft's Power Platform to simplify workflows.	Union City, Tennessee January 2021 - August 2023

Skills

Languages Python, C++, SQL, Javascript (HTML/CSS), Swift, C#, Java, Laravel.
Experience PCB design, Arduino-based systems, iOS app development, embedded systems.
Miscellaneous Linux, Docker, \LaTeX , Microsoft Office, Git, Davinci Resolve.

Education

The University of Tennessee at Martin BS in Computer Science <ul style="list-style-type: none">3.7 GPARelevant Coursework: Comparison of Programming Languages, Data Structures and Algorithms, Algorithm Design and Analysis, Computer Organization and Architecture, Operating Systems, Database Management, and Theory of Computation.	Martin, Tennessee Graduated 2024
Westview High School High School <ul style="list-style-type: none">3.9 GPA	Martin, Tennessee Graduated 2020

Projects

Peg Game: Software Engineering Term Project University of Tennessee at Martin <ul style="list-style-type: none">A recreation of the classic Cracker Barrel peg game which features a move highlighting/checking algorithm and leaderboard.Designed to implement various design patterns to accomplish a goal (e.g., factory method, strategy pattern).Technical Skills: C#, WPF framework, git, \LaTeX, Dia.	Spring 2023
UDPsend <ul style="list-style-type: none">Tool to transmit UDP network packets to a specified address. I wrote this tool to assist me in debugging digital signage devices at my workplace.Technical Skills: Python, Tkinter, py2exe, git, networking.	Feb 2022 - Nov 2022
Capstone Project: Tale of Adlez University of Tennessee at Martin <ul style="list-style-type: none">Top-down, 2D, single-player action-adventure game designed using the Unity Engine. Heavily inspired by The Legend of Zelda series.Developed in a git environment alongside other developers. Learned how to properly work in git: how to use branches, pull requests, and merges.Technical Skills: Unity, C#, \LaTeX.	May 2023 - December 2023