

Work Experience

Joint Accounts

Software Developer

Martin, Tennessee

May 2023 - Present

- Development in an AWS environment with a continuous integration/continuous delivery workflow.
- Developing iOS apps that integrate with server APIs and databases.
- Designing PCBs that interface hardware and software components together.
- Programming Arduino-based microcontrollers.

Discovery Park of America

Technology Support Specialist

Union City, Tennessee

January 2021 - August 2023

- 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.

Skills

Languages

Python, C++, Javascript (HTML/CSS), Java, C#, SQL, PHP.

Experience

PCB design, Arduino-based systems, app development.

Miscellaneous

Linux, \LaTeX , Microsoft Office, Git.

Education

The University of Tennessee at Martin

Martin, Tennessee

MBA in Computer Science

Graduated 2024

- Graduated with 3.7 GPA
- **Relevant Coursework:** Comparison of Programming Languages, Data Structures and Algorithms, Algorithm Design and Analysis, Computer Organization and Architecture.

Westview High School

Martin, Tennessee

High School

Graduated 2020

- Graduated with 3.9 GPA

Projects

Peg Game: Software Engineering Term Project

University of Tennessee at Martin

Spring 2023

- 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.

UDPSend

- Tool to transmit UDP network packets to a specified address. Written as a debug-assistance tool to help debug digital signage devices.
- **Technical Skills:** Python, Tkinter, py2exe, git.

Feb 2022 - Nov 2022

Capstone Project: Tale of Adlez

University of Tennessee at Martin

May 2023 - December 2023

- 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 .