Relevant Skills

- Proficiency in C#, C, C++, Java, and Javascript
- Nearly 6 years of experience working with the Unity Engine, both solo and in small teams.
- Experience with virtual reality technology including the Oculus Rift, HTC Vive, and other virtual reality systems.
- Experience in game design and programming including mobile, desktop, and virtual reality..
- Proficiency with Adobe Photoshop, Illustrator, and Animate

Partial Employment History

University of Massachusetts Lowell, Lowell, MA

Software Developer and Graphic Designer, May 2019 - September 2020

- Work in a small team to develop a research tool used to assist in collecting data pertaining to how often and under what conditions people choose to take a plea deal.
- Work in Qualtrics and programmed in Javascript/HTML to control survey flow, data collection, variable randomization, as well as create an avatar customization system.

Place of Work Not Listed Lowell, MA

Office Assistant, June 2017 - August 2018

- Processed and filed various paperwork pertaining to Court Service of Process, Evictions, and Summons/Subpoenas.
- Prepared invoices using Quickbooks as well as received and processed payments from clients.
- Billed the Commonwealth of Massachusetts for applicable state work via their vBill website.

Education

University of Massachusetts Lowell, Lowell, MA

B.S. in Computer Science, Graduated Fall 2020

• Minors in Graphic Design and Math