

Indianapolis, IN
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EDUCATION

Purdue University

Bachelor of Science in Computer Science

West Lafayette, IN
Aug. 2016 – May 2020

- Degree focus in computer graphics and visualization
- Certificate in Entrepreneurship and Innovation

EXPERIENCE

Senior iOS Engineer

Oct. 2022 – Present
Birmingham, AL

Fleetio

- Implement features in **Swift** for Fleetio Go, a mobile app with 125,000+ monthly users.
- Lead team initiative to develop a Design Language system, building low-level **SwiftUI** components to standardize the app's design and introduce dark mode functionality.
- Migrate existing **UIKit** view to **SwiftUI**, improving the app's performance and user experience.
- Build prototypes with various native integrations such as **App Clips, ARKit, and CoreML**.
- Utilize **Bitrise, Runway, Fastlane, and Firebase** to implement CI/CD for internal QA testing and deployments.

iOS Software Engineer

March 2020 – Oct. 2022
Indianapolis, IN

Bloomerang

- Implement features in **Swift, Kotlin, and C#** for iOS and Android applications.
- Create custom **C#** binding libraries for a payment processing SDK that connects Bluetooth credit card readers to a cross-platform **Xamarin** app.
- Utilize **Jenkins, Fastlane, and Azure Pipelines** to implement CI/CD for internal QA testing.

Software Engineer Intern

May. 2019 – Aug. 2019
Indianapolis, IN

PFL

- Designed and made an internal tool using **C#** for automating the process of resubmitting failed messages within **Azure Service Bus**.
- Tool was designed with flexibility to handle any message error defined within its configuration.

Software Engineer Intern

May 2018 – Aug. 2018
Bloomington, IL

State Farm

- Worked on a big data web application, doing full stack development on an agile team.
- Tasks ranged from creating **Python** automation scripts, adding frontend features with **React**, and data manipulation with **Scala**.

PROJECTS

bunbox | Swift, Typescript, PostgreSQL, Git

Aug. 2025 – Present

- Developing an iOS app to import, organize, and share recipes.
- Using **CoreML** to analyze input images/text to determine ingredients, instructions, and cooking times.
- Adding a web-based interface, built with vanilla **Typescript**, for non-users to view recipe links.
- Using **Supabase** for auth and database management.

Bearly Delivered | Godot Engine, GDScript, C++, Blender

Dec. 2021 – May 2025

- Developed an arcade style physics game where you attempt to deliver packages around your procedurally generated neighborhood.
- Implemented custom physics properties, terrain/road generation, and NPC behaviors.
- Published to Steam and designed the game's logo and marketing materials.
- Prototyped CI/CD pipelines using GitHub Actions to automate deployment.

TECHNICAL SKILLS

Languages: Swift, Kotlin, C#, JavaScript, HTML, CSS, Python, C/C++, Java

Frameworks: VisionKit, CoreML, Xamarin, React/React Native, AWS, GraphQL

Developer Tools: Git, Xcode, Bitrise, Runway, Firebase, Github Actions, Supabase