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Projects:	<u>Picstagram</u> - (Javascript, React, Flux, Ruby, Rails) <u>picstagram.us</u> - <u>github</u>											
	An image sharing web app inspired by Instagram -Implemented single-page structure for instantaneous update of app -Incorporated cloud-based image hosting for speed of fetching images w/ Figaro -Built join-tables and associations to retrieve information across classes											
							Breakout - (Javascript)					re link - github
	Classic Breakout game with updated physics and old fashioned aesthetics -Rendered all imagery/movement/collision using HTML5 Canvas -Synthesized most audio using oscillators instead of relying on sound files -Implemented left/right collision detection to bring a ricochet element to game											
							<u>Chess</u> - (Ruby) An 2d console game for 2 players					<u>github</u>
							-Used class inheritance to stagger abilities for multiple Chess pieces -Validated 'in check' by duplicating the game board in order to test moves.					
	-Validated moves based on piece's own knowledge of its surroundings											
	Skills:	Ruby	Rails	SQL	jQuery	AJAX	CSS					
		Javascript	React	Flux	HTML5	git	RSpec					
	Education:	App Academy, graduated October 2015 - January 2016										
Accelerated Software Development Program Acceptance less than 4%												
Carnegie Mellon University				graduated 2006								
Experience:	Broad Museum - Los Angeles, CA 2015											
	Technology Expert: Directed installation of all technology-based art											
	MOCA - Los Angeles, CA					2014 - 2015						
	Led installation of all technology-based art											
	Roll & Hill, Brooklyn, NY 2012 - 201											
	Managed Domestic and International Shipping for US chandelier manufacturer											
	Guggenheim Museum, New York, NY 2008 - 2012											
	Acted as Video Technician and Video Archivist for the Museum											
	Pittsburgh Cultural Trust - Pittsburgh, PA					2007 - 2008						
	Video Technician, Installation of all Video, Audio based equipment											
	<u>Chatham University</u> - Pittsburgh, PA					2006 - 2007						
	Professor - Taught Digital Video Production, Final Cut Pro, Logic Pro											
	<u>Carnegie Mellon University</u> , Pittsburgh, PA					2005 - 2006						
	Assistant Professor - Taught Digital Video Production, Final Cut Pro, Photoshop											