
EDUCATION

Oswego, NY	State University of New York (SUNY) College at Oswego	Fall 2016 – Dec 2020
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- B.A in Computer Science, Dec 2020
- Undergraduate Coursework: Programming Languages, Web Services, Data Structures and Algorithms

LANGUAGES AND TECHNOLOGIES

- Proficient with: Java; Some Experience with: HTML, CSS, JavaScript, Python, C, LaTeX;
- IntelliJ IDEA, Visual Studio Code, NetBeans
- Bootstrap 4, Java EE, MySQL, Java Swing
- macOS, Ubuntu, Windows 7, 10

SELECTED COURSEWORK

Software Engineering (Fall 2017)

GUIGoPiGo

- Designed and implemented a web client for a robot using HTML, CSS, and JavaScript.
- Used Git and GitHub to collaborate on code with a 6-person team.
- Used Linux Terminal to manage files hosted on the robot and run Python code.
- Contributed to the Software Requirement Specification document (SRS) that described the goals and purpose of the project.
- Created UML diagrams in order to represent the system under development (class, sequence, and activity diagrams).

Web Services (Spring 2020)

- Designed a RESTful API which allowed a user to create an account, add sneakers to a MYSQL database, and retrieve the information as a JSON response.
- Implemented the API in multiple frameworks over the course of the semester (Java EE Servlet API, Grails, Spark Java and Dropwizard).
- Used Maven to build sources and download dependencies for the project.

PROJECTS

JBento (2018- Present)

- Created a brand centered around the sale and distribution of Hip-Hop instrumentals.
- Ran Google Ads campaigns which resulted in **38,100** total impressions and **8,300** YouTube views to increase brand awareness and sales.
- Utilizes Adobe After Effects to create dynamic, eye catching visuals.
- Utilizes Adobe Photoshop to edit and create images for promotion and social media campaigns.
- Researches and implements Search Engine Optimization techniques to improve YouTube video rankings.
- Regularly uploads music production content to various social media platforms (Instagram, Twitter, Facebook, YouTube, etc.)

ADDITIONAL EXPERIENCE AND AWARDS

- **Computer Science Association Tutor (2017):** Reinforced object-oriented programming principles and taught useful debugging techniques to students.
- **Digital Music Association President (2018-Present):** Organizes events and workshops focused on music production and showcasing student talent on campus.