

EDUCATION	UNIVERSITY OF MICHIGAN College of Literature, Science, and the Arts Bachelor of Science – Computer Science, May 2016 – GPA: 3.46 <ul style="list-style-type: none">• Highly Skilled: C++• Worked in: C#, Objective-C, Python, Java, JavaScript, HTML, CSS, MySQL• Environments: Visual Studio, Xcode, Unity, Qt• Version Control: Git, Perforce	Ann Arbor, MI
EXPERIENCE	DEEPSILVER VOLITION Gameplay Design Intern <ul style="list-style-type: none">• Designed and implemented combat mechanics to shape ideal player experiences in Volition's next unannounced title• Developed my logical thinking skills with Volition's visual scripting language• Gained valuable team and communication experience by bridging the disciplines of Art, Programming and Design to create one cohesive player experience	Champaign, IL
Summer 2015		
Summer 2014	DETROIT LABS iOS Mobile App Development Intern <ul style="list-style-type: none">• Created specialized and compelling mobile experiences for high profile clients such as Kimberly Clark, Caesars Entertainment, and the Detroit Police Department• Formed communication skills to productively cooperate with team members of various roles• Learned how to break down a project into easily digestible tasks, distribute the team's resources to effectively complete those tasks, and how to realistically estimate completion time• Interacted with clients to guide the creation of a powerful product while grounding the conversation with practical expectations	Detroit, MI
Summer 2013	UNIVERSITY OF MICHIGAN 3D LAB GUI Programming and Design Intern <ul style="list-style-type: none">• Built a graphical user interface that is used to load demo settings for Jugular, a vector modeling software that works in tandem with a Cave Artificial Virtual Environment• Implemented a GUI that loads elements from an XML file, sensibly groups them in tabs, and offers a sleek interface with an appealing style and dynamic resizing• Became familiar with the Qt IDE, specifically how to design a user-friendly interface, how to read in XML files and how to organize information intuitively	Ann Arbor, MI
PROJECTS	Virtual Reality Broom Flying Simulator <ul style="list-style-type: none">• Earned 2nd amongst 238 teams and over 1,000 participants at the University of Michigan 38-hour Hackathon for my team's Oculus project, the <i>Harry Potter Broom Flight Simulator</i> Naval Warfare Simulator <ul style="list-style-type: none">• Created software that simulates naval warfare and takes advantage of design patterns such as the Component/Composite and Template patterns to ensure readable and extensible code Jake's Nightmare <ul style="list-style-type: none">• Placed 2nd amongst 10 teams in the University of Michigan's 48-hour Turkey Game Jam with our submission, <i>Jake's Nightmare</i>, a cooperative 2D portal-style escort-mission platformer Traveling Salesman Calculator <ul style="list-style-type: none">• Wrote a program that estimated the optimal solution to the Traveling Salesman Problem by using greedy algorithms along with branch and bound to balance efficiency and accuracy Facial Recognition Augmented Reality App <ul style="list-style-type: none">• Used Unity 3D to create a Google Cardboard augmented reality app that uses facial recognition to display info about a person that the user is looking at	