

## Technical Skills

**Language:** C++, Javascript, C#, PHP, Java, SQL, C, Groovy, C++/CLI, Linq, Razor

**Notation:** JSON, CSS, Sass, Less

**Database:** PostgreSQL, MySQL, Oracle, MongoDB

**Mathematics:** 3D Physics, Statistics and Probabilities, Linear Algebra, Calculus

**Framework:** AngularJS, Backbone, Grails

**Library:** Handlebars, React

**Build Automation:** Grunt, Gradle

**Markup Language:** HTML

**Environment:** Node.js

**Engine:** Unity

## Work Experience

**PaperG**, Bellevue, WA

**Nov 2014 - Present**

Software Engineer (Javascript, HTML, Sass, JSON, Backbone, Handlebars, Grunt, CSS, React, PHP)

- Building new front end features that will be the more impactful for our customers.
  - Built infinite scrolling chat selecting using Google Font API, product now has ~875 choices in fonts.
  - Implemented dragging the mouse to select multiple widgets, and mass editing of multiple widgets.
- Refactored older systems to more readable and performant code.
  - Rebuilt drag and drop photo uploading, implemented a progress bar, spinner, and concurrent uploading.

**Rally Software**, Kirkland, WA

**April 2014 - Oct 2014**

Software Engineer(Javascript, AngularJS, Groovy, Java, Gradle, JSON, HTML, Less, PostgreSQL, MongoDB)

- Worked on Agile planning program that used past metrics to determine quarterly and yearly planning.
  - Worked on main API with Grails and refactored several services that were built on tools like Gradle and Dropwizard, teams were using TDD and an agile development method.
- Worked with a smaller team of four people to research and test new frameworks and tools for our future products.

**Big Fish Games**, Oakland, CA

**May 2013 - April 2014**

Game Engineer(JavaScript, PHP, SQL, JSON)

- Created three slot machine games, two mini games.
  - Used component based system with inheritance to reduce code duplicity in the engine.
- Helped refactor and test new modal creation tool to allow artists to directly create modals.

**Blizzard Entertainment**, Irvine, CA

**May 2012 - August 2012**

Software Engineer Intern in Test Automation(C++, C++/CLI, C#, JavaScript, Linq, Razor)

- Updated and re-factored reliability and testing tools.
  - Implemented sorting and filtering for a web-based application using ASP.NET MVC 3.

## Education

**DigiPen Institute of Technology**, Redmond, WA

**Graduated April**

**2013**

Bachelor of Science in Real-Time Interactive Simulation (computer science)

Achieved minor in Math