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| EDUCATION | | | |
|  | **Oregon Institute of Technology** | |  |
|  | Bachelor of Science Software Engineering Technology | | September 2011 - June 2015 |
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| SKILLS | | | |
|  | |  |  | | --- | --- | | * C# | * Agile Software Development | | * C++ / C | * Data Structures | | * HTML / CSS | * Software Design Patterns | | * ASP.NET | * Website Development | | * SQL | * Database Design | | * Java | * Software Systems Testing | | * Unity | * Graphic Design | | | |
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| WORK EXPERIENCE | | | |
|  | Product Catalog Programmer Intern | | |
|  | JELD-WEN Windows & Doors | June 2014 – May 2015 | |
|  | Paid part-time programming position with a home improvement retail outlet. Responsibilities included working with a team of developers to update and maintain a digital window and door catalog with over 1,000 products to capture orders and move through checkout efficiently. Created product hierarchies for easier search-ability. Hierarchies included categories, sub-categories, product key codes, attributes (prices, feature descriptions, multiple images, tech specification attributes, and documents.) Managed data and published to multiple channels – print/pdf, web and digital. The application involved using Visual Basic .NET and SQL databases. | | |
| PROJECTS | | | |
|  | **T.L.G. The Last Gladiator** | | |
|  | Senior Project | | September 2014 – Present |
|  | A 2D Brawler game set in time of Ancient Rome when gladiators were prevalent. The objective of the game is to survive as many rounds as possible as waves of gladiators try to vanquish the player. The game is being developed through Unity, using C# as the scripting language. The intended platform for this game is Android. This project is a three phase project that includes Design (Use Case Specifications, Object Models, and Sequence Diagrams), Implementation, and Testing. | | |
|  | Remote Control Quad Copter with Oculus Rift Goggles | |  |
|  | Junior Project | | September 2013 – June 2014 |
|  | A small-team based project based on creating a quad copter with a camera attached that allows the capabilities of streaming a video feed across a wireless network and controlling remotely. The system also involves use of virtual reality glasses to enhance the user’s experience and provide a more realistic feel of flight. As the team project lead, my duties included scheduling tasks, ensuring scheduled scrum deadlines were met, and managing fellow classmates along with developing the system. Technologies used include a graphical user interface in C++, integrating the headset using openGL, and data utilization from a SQL database. | | |