

## Education

### **Drexel University**

*Bachelor of Science in Software Engineering  
Minor in Entrepreneurship & Innovation*

Philadelphia, PA

Anticipated Graduation: June 2017

GPA: 3.19

## Honors and Awards

A.J. Drexel Scholarship, 2012 - Present

1st Place, Ian J. Berg Business Plan Competition, Spring 2014

Certificate of Merit, Drexel University Career Management, Spring 2013

## Skills

Operating Systems: Windows, OS X, UNIX

Languages: Java, Objective-C, Python, Javascript, HTML/CSS, PHP, VB, C#, SQL

IDEs: Eclipse, Xcode, Visual Studio

Other: Git, TFS, UML, iOS SDK, Cordova/PhoneGap, Ionic

## Experience

### **Educational Commission for Foreign Medical Graduates**

*IT-COOP / Web Developer*

Philadelphia, PA

April 2015 - Present

- Write VB ASP.Net code to maintain and develop a web based application.
- Assist in converting the old VB ASP.Net based site into a modern C#, HTML5 site built on MVC5 standards.

### **Kegg Apps, LLC**

*Co-Founder, Developer*

Philadelphia, PA

October 2013 - Present

- Manage all aspects of application development and collaborate with other developers to maintain timely releases.
- Develop a system based on a RESTful API written in PHP.
- Design and maintain a MySQL database holding all application data.
- Write Objective-C code for a client iOS application

### **Educational Commission for Foreign Medical Graduates**

*IT-COOP / Mobile Application Developer*

Philadelphia, PA

April 2014 - March 2015

- Maintained and developed a cross platform, Cordova based, application.
- Wrote HTML, CSS and Javascript(jQuery) for views within the application.
- Wrote code for network calls so that the application can interface with a private REST API.

## Software Engineering Design Project

### **Undiscovered Worlds**

*GUI Designer and Programmer*

Drexel University

April - June, 2013

- Wrote Java code for the in-game market and main menu
- Designed the GUI for the entire game
- Strategized with a team for game goals and achievements

## Relevant Coursework

Foundations of Software Engineering I, II, III  
Advanced Programming Techniques  
Data Structures and Algorithms  
Software Architecture I  
Human-Computer Interaction II

Software Specification and Design I, II  
Computer Networking Technology I, II  
Database Management Systems  
Systems Programming  
Mathematical Foundations of Computer Science