

Education

Drexel University
Bachelor of Science in Software Engineering
Minor in Entrepreneurship & Innovation

Philadelphia, PA
Anticipated Graduation: June 2017
GPA: 3.18

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 pages within the application.
- Wrote code for network calls so that the application can interface with an internal, RESTful 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