

## COMPUTER SCIENCE

Highly motivated graduate student seeking an internship opportunity in software design, development, or testing.

### EDUCATION

**BS in Computer Sciences – GPA 3.65/4.00**

UNIVERSITY OF WISCONSIN-MADISON, MADISON, WI

**Master of Entertainment Arts and Engineering, Game Engineering Track (Planned for May 2025)**

UNIVERSITY OF UTAH, SALT LAKE CITY, UT

### RELEVANT COURSES

Intro to Artificial Intelligence **CS 540**

Assembly Language and C Programming **CS 354**

Cryptography **CS 435**

Intro to Operating Systems **CS 537**

Computer Graphics **CS 559**

Intro to Optimization **CS 524**

Java Programming I, II, & III **CS 200, 300, & 400**

Software Engineering **CS 506**

Discrete Mathematics **CS 240**

Intro to Computer Engineering **ECE 252**

Algorithms **CS 577**

C++ for Java Programmers **CS 368**

Matlab Programming **CS 368**

Intro to Computer Vision **CS 639**

Probability & Info Theory in Machine Learning **CS 561**

Deep Learning for Comp Vision **CS 639**

Rapid Prototyping **EAE 6100** (Fall 2023)

C++ Game Programming **EAE 6300** (Fall 2023)

### SKILLS

**PROGRAMMING LANGUAGES:** Java, Python, C, C#, C++, Matlab, HTML, Julia, Javascript & Assembly Language

**OPERATING SYSTEMS:** Linux, Microsoft Windows, & Mac OS

**LANGUAGES:** native English, native French, & basic Mandarin

**GAME ENGINES:** Unity

### WORK EXPERIENCE

**PENINSULA BRIDGE**, Atherton, CA

Summer 2019

**TEACHER:** I taught approximately 40 low-income middle school students Science and the fundamentals of Computer Science. I additionally coached water polo and swimming for 50 of the students in the program.

**SNEAKERS BAR & GRILL**, San Carlos, CA

Summer 2017

**HOST:** I welcomed and seated guests; I also set up and cleaned tables.

### AWARDS

**2019 CWPA MEN'S SCHOLAR ATHLETE TEAM (2019):** Collegiate Club, Outstanding Tier

**DEAN'S LIST:** Spring 2020, Spring 2022, and Spring 2023 terms at the University of Wisconsin-Madison

**DEAN'S HONOR LIST:** Fall 2019 term at the University of Wisconsin-Madison

### PROJECTS

**GAME AI:** Developed an AI game player for a modified version of the game Teeko using the Minimax algorithm.

**MUSEO:** Collaborated with team members to develop a system where QR codes can be scanned to see custom museum art piece webpages.

**PYGAME:** Developed a multidirectional shooter arcade game and a side-scrolling runner action game using the Pygame modules for Python.