# **ACADEMICS**

### Embry-Riddle Aeronautical University | 2016-2020 (anticipated)

BS Software Engineering BS Unmanned Aircraft Systems GPA 3.96

# RELEUANT COURSELORK

### Computer Science 1 & 2

Learning and understanding programming practices in C and C++.

### **Calculus 1,2 & 3**

Differntial, Integral and Vector Calculus

#### **Discrete Structures**

An introduction to set theroy, graph theroy, order theroy, and group theroy.

### **Software Engineering Practices**

Fundamental principles and methodologies of large-scale software development.

#### Intro to ArcGIS

ArcGIS Mapping, Table Management and Querying with MySQL and Python.

# **MORK AND EXPERIENCES**

## ERAU Horizons Newspaper, Graphic artist | 2016 - Present

Advised a proposed creation of a University Magazine with cover and interior mockups, and a unique display font. Created requested graphics in vectors for articles.

## Freelance Graphic Design | 2015 - Present

Worked closely with clients to discuss, create, and revise vector graphics, logos, fonts and/or typography.

## Steam Team, Sculpture Design/Construction Lead | 2014 - 2016

Work with a small team to design and present multiple public art sclptures toward public art committee and design review board. Created graphics and logos for promotion and branding of the group. Lead construction group for the fabrication of said sculptures.



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# **SKILLS**

Problem Solving
Agile Software Dev
Databases
Plugin Creation
Graphic Design
Vector Drawing
Vector Animation

Python Adobe Creative Suite

C++ Go

HTML CSS

VHDL ArcGIS MySOL

MongoDB Unity

Microsoft Office