**Education:**

DePaul University:

Expected graduation date of June 2015

Bachelor of Science in Information Technology, Minor in Game Design

GPA 4.0 / 4.0

Notable courses:

C++ Applications Programming, Advanced Applications Development, Community Based Tech Projects, User Interface Development for Interactive Systems, Web Development I & II, Applied Networks & Security, Fundamentals of Information Assurance, Intro to Databases, Intro to Human-Computer Interaction, Intro to Visual Design, Game Development I & II, Computer Graphics Development I, 3D Design & Modeling I, Calculus I & II

Notable courses prior to DePaul:

Java Programming, IB Computer Sciences, Computer Games Development I & II, Computer Assisted Design, Graphic Design I & II, Independent Study with Microsoft’s XNA game studio and Blender 3D modeling application, IB Film I, 2008 DigiPen ProjectFUN Summer Workshop for game development, Portland Saturday Academy Game Maker: Level I

**Skills:**

Programming:

C#, C++, Java with JSP/Spring/JDBC/Tomcat, PHP, Python, SQL, HTML5, CSS3 with SASS, Javascript with jQuery/CanJS/RequireJS

3D Modeling:

Autodesk Maya, Blender

Graphic Design & Animation:

GIMP (GNU Image Manipulation Program), Paint.NET, Photoshop, Illustrator, After Effects, Flash,

Final Cut Pro

IDE’s & Other Technologies:

Visual Studio, MonoDevelop, Eclipse, Unity Game Engine, Unreal Engine 4, Android SDK, TouchDevelop, GameMaker: Studio, Balsamiq, Sublime Text, Notepad++, Apache HTTP Server Project, Microsoft IIS, Ubuntu, Windows 8.1, Windows Phone, Twitter Bootstrap, Maven, FileZilla FTP program, Microsoft Office

General Skills:

Agile development, documentation, version control, responsive design, server benchmarking, network security, ERD & process flow diagrams, prototyping, usability testing, communication, public speaking

**Projects:**

Cars.com TIP8 (Technical Internship Program 8) January 13 - May 30 2014

Developer: My duties included designing & developing internal audit tools using technologies across the full web stack. Technologies that I used include HTML, CSS, JavaScript, Java, Spring, Apache Tomcat, and various relational databases. The work that I did with JavaScript was supported by the JavaScript frameworks jQuery, Can, and Require.

OGPC (Oregon Game Project Challenge) 2008 - 2009

Lead Programmer: In this role, I organized and lead a team of five other people to create a desktop PC game. The bulk of my time was spent doing gameplay programming. Both in 2008 and 2009, we submitted our finished game to be showcased alongside submissions from other schools in Oregon. We represented our own school, Sunset High School.