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Education

Trine University, Angola, IN

Aug 2020 – May 2024

Bachelor of Science in Computer Science – GPA 3.5

Relevant Coursework/Extracurriculars: Object-Oriented Programming (Python/C++), Mobile Application Development (Java/Kotlin/Firebase), Discrete Math, Linear Programming, Web Site Design, CS Club, Esports Club Team Captain

Professional Experience

IT Developer, Kirby Risk Electrical Supply, Lafayette, IN

June 2024 - Present

Across three teams, eCommerce, data, and app development, I assist different projects based on demand by collaborating with cross functional teams to align technology solutions with business objectives.

- Lead development on new site search algorithm using site data, consumer surveys and industry trends.
- Contributed to digital transformation with the launch of our new site, content migration and optimization.
- Redesigned and developed old/deprecated internal tools to more modern and maintainable technologies.

eCommerce Developer Intern, Kirby Risk Electrical Supply, Lafayette, IN

May 2022 – May 2024

Increased user engagement and streamlined user experience by leading development of different web pages, widgets and apps for our eCommerce platform and internal tools.

- Lead development of new careers page, decreasing time-to-fill on open positions.
- Developed app for Finance department to streamline start of day tasks giving them back an hour of time.
- Produced reusable widgets to easily update ad campaigns on our web store.

Additional Experience as Tier 1 Tech Support at Roeing Corporation, Lafayette, IN, 2020

Projects

Trine University

- **Babblebot:** Supplemental education tool to assist teachers in teaching and assessing students early reading skills. Using modern technologies, we were able to build an alpha version of the product that was implemented in a local elementary school and used by a kindergarten class of twenty students for two weeks. Feedback was well received.
Technology: React, NodeJS, OpenAI, Firebase, Figma, Git, API's
- **VR Game:** In a group of four, we designed and developed a game that could be played in VR using the Oculus, Quest and Vive headsets. Each of us designing one interactive level with NPC's, objectives and combat
Technology: Unity, C#
- **Company Network:** Individually built a network that communicated across five locations, one for the servers and four for different company departments. The network had to be secure from malicious attackers and allow two hundred computers and phones to communicate with each other from any location.
- **Technology:** Cisco Packet Tracer, PowerShell, Linux

Personal

- **WhatToEat:** WhatToEat is a site that allows users to add a list of ingredients that they have in their kitchen and generate a list of three to five meals that they can make with those ingredients.
Technology: React, OpenAI, Figma, Git, API's
- **Web Scraper:** A basic web scraper used to collect product information across multiple sites in a single industry. The scraped data was formatted into a digestible format in excel to easily assess what was grabbed.
- **Technology:** Python, Selenium, BeautifulSoup4, Pandas, Figma

Technical Proficiencies

Languages/Frameworks: HTML5, CSS3, JavaScript, Python, C++, React

Technologies: Figma, GitHub, Sitefinity, Postman, GA4, Firebase, Powershell, Unity, Algolia

Technical Skills: Web Performance Optimization, SEO, Cross-Browser Development, Debugging

Soft Skills: Teamwork, Leadership, Problem-Solving, Goal Oriented, Integrity