

EDUCATION	Master of Science in Geography (In Progress) Texas State University • San Marcos, TX	
	Bachelor of Science in Geographic Information Science Texas State University • San Marcos, TX <ul style="list-style-type: none">• Minor in Computer Science	
EXPERIENCE	Instructional and Research Assistant Texas State University • San Marcos, TX <ul style="list-style-type: none">• Teaching GEO2426 (Fundamentals of GIS) lab• Writing software to enable large-scale GIS research	Aug 2018 - Present
	Image Analyst Intern NASA Johnson Space Center • Houston, TX <ul style="list-style-type: none">• Refactored ISS Imagery Inspection Software• Developed software for next-generation Orion Spacecraft	May 2017 - May 2018
	Platform Software Developer swipejobs, Inc. • Austin, TX <ul style="list-style-type: none">• Led team of remote developers spanning multiple locations worldwide• Moved entire backend architecture to AWS cloud• Rearchitected and developed backend software stack	Nov 2014 - Aug 2015
	Android Application Developer Chaotic Moon Studios • Austin, TX <ul style="list-style-type: none">• Worked alongside team of designers and developers to develop applications according to clients' specifications• Worked with labs department to create custom prototypes for clients	July 2013 - Nov 2014
SKILLS	<ul style="list-style-type: none">• Experienced with ArcMap, QGIS, and GDAL• Proficient in Java, Python, and Android Development• Experience building pipelines to download, correct, and analyze satellite imagery• Familiar with MySQL, PostgreSQL, MongoDB, and Redis• Experienced with Git and Github	
PROJECTS	FXNOW Android Application <ul style="list-style-type: none">• Worked in a team of two developers to build a video on demand application for FX Networks from scratch in 3 months• Integrated TV provider authentication and video advertisement systems• 1,000,000+ Downloads	
	Dell Mobile Workspace <ul style="list-style-type: none">• Transformed local file manager into multi-cloud service syncing file manager• Implemented single sign on authentication	