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| |  |  | | --- | --- | | **Education** | | | **University of Central Florida *(2014 – Present)***  Intended degree – B.S. in Computer Science (2019) | | | **Achievements** | | | **UCF Programming Team Member** | | | |  |  | | --- | --- | | Competitive programming | *(2014-2016)* | | | | **UCF Local Programming Contest** | | | 15th of 141  18th of 144 | *(2015)*  *(2014)* | | **Mercer Univ. Programming Contest** | | | 1st place, junior division and  2nd place overall | *(2015)* | | **Univ. of Connecticut CyberSEED Contest** | | | 1st place, Secure Coding  3rd place, Reverse Engineering | *(2016)*  *(2014)* | | |  |  |  | | --- | --- | --- | | **Skills** | | | | **Programming Languages** | | | | * Java | *8 years – Excellent* | | | * Scala | *4 years – Excellent* | | | * C# | *3 years – Excellent* | | | * JavaScript, HTML | *3 years – Excellent* | | | * PHP | *3 years – Familiar* | | | * Python | *2 years – Familiar* | | | **Other** | | | | * Linux | | *Proficient* | | * Git, SVN | | *Proficient* | | * Cloud computing, Docker | | *Proficient* | | * Spanish | | *Fluent* | |
| |  |  | | --- | --- | | **Work Experience** | | | **Microsoft Software Engineer Intern** | *(Summer 2016, Summer 2017, Summer 2018)* | | * Successfully prototyped experimental major modification to the Windows compilation toolchain. * Patched part of the Windows compilation toolchain to reduce build times by as much as 30%. * Built AzureML machine learning system and React web application deployed in production to Windows engineers. | | | **Projects** | | | **Minecraft AI** | *(Java, 3 years, 40,000+ lines of code, in development)* | | Custom Minecraft game client designed and written from scratch for creating simple automation quickly and efficiently.  <https://github.com/DarkStorm652/DarkBot> | | | **Blocknet** | *(Scala, 1 year, 4,000+ lines of code, in development)* | | Redesign of the Minecraft AI project for use in scalable distributed cloud-based systems with a focus on modularity and game protocol independence.  <https://github.com/Axiometry/Blocknet> | | | **SmashUp3D** | *(Python, Scala, JS, 1 month, 3,000+ lines of code)* | | Prototype online 3D browser-based implementation of the board game *Smash Up*. Written using Python, Scala, and JavaScript with AsyncIO, Scala.js, Play, and THREE.js.  <https://github.com/Axiometry/smashup3d> | | | |