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About Me

I like to constantly learn and enjoy being around other enthusiastic people who take pride in their field. I enjoy applying computer science to problems in various fields. Particularly, I enjoy studying machine learning, game development, and natural language processing.

Professional Experience

TTAGG, Inc.

Chief Software Engineer - Co-founder

Aug 2010 - Present

- Our software measures and records social trend data on the web for usage in stock prediction and business intelligence.
- <https://ttagg.com>

Lockheed Martin, Missile Defense National Team B (Crystal City, VA)

Software Engineer (entry level)

Jun 2010 - Aug 2011

- Develop and deploy software to test functionality of key components within Global Engagement Manager (GEM) Software in Java 1.6.

Software Engineer (internship)

May - Aug 2009

- Developed and deployed software to test functionality of key components within GEM Software in Java 1.5.

Systems Testing/Analysis (internship)

May - Aug 2008

- Developed Unix scripts to assist in the testing of GEM software using sh, awk, groovy, and other common Unix tools.
- Employ integration tests to ensure proper functionality of core components of GEM software.

Software Engineer (internship)

May - Aug 2007

- Developed GEM software, intended to coordinate an automated response to a ballistic missile attack against the United States and allies.
- Developed GEM software in Java 1.5 using Eclipse 3.2, on Windows and Solaris.
- Employ test driven development (using JUnit), continuous integration (using CruiseControl and Ant), formal and informal peer reviews, metrics (Emma, JDepend, CheckStyle) and other contemporary software engineering practices.

Education/Activities

B.S., Computer Science University of Arkansas, (May 2010)

May 2010

Minor, Mathematics University of Arkansas

May 2010

Minor, Japanese Business University of Arkansas

Aug 2008

Study Abroad, Osaka, Japan Kansai University of Foreign Languages. (関西外国語大学)

Aug 2007 - Apr 2008

As an undergraduate at the University of Arkansas:

University of Arkansas Game Development Club (UAGDC)

Aug 2004 - May 2010

- Developed computer game software as a member, and eventually president, of the UAGDC, using primarily C++ and various gaming libraries (allegro, SDL, Ogre3D) as well as Java and basic.

Military Past and Present on Campus (MPPOC)

Aug 2004 - May 2010

- Webmaster and officer, aided in raising funds for veteran students on campus.

Technical Proficiencies

Platforms: UNIX, Windows

Languages: Java 1.5+, C/C++, Javascript (jQuery), PHP, HTML/CSS, Ruby on Rails 3, UNIX shell scripting, MatLab, Perl, MySQL, x86/68K Assembler (limited experience).

Tools: Git, SVN, Ant, Maven, Spring, Antlr 4, Hadoop (HBase, Map/Reduce, HDFS), JUnit, EasyMock, Eclipse, Netbeans, IBM Rational (ClearQuest, ClearCase), CruiseControl

Language Proficiencies

Japanese: High Proficiency. Preparing to take highest level proficiency exam (日本語能力試験一級). Skills with business Japanese, including honorifics systems (敬語).

Mandarin Chinese: Proficient. Preparing to take the mid-level Proficiency test. (中国汉语水平考试(HSK)中级)

Military Experience

United States Marine Corps Reserve (USCMR)

Aug 2004 - 2007

- Small Arms Repair Technician School (Armory School)
- Job Responsibilities - security and maintenance to ordnance, ensure operational safety by teaching classes to other Marines while maintaining a SECRET CLEARANCE.

Honors, Awards, and Other Achievements

- Chinese Speech Contest - (Advanced Business) - 3rd Place (2010), (Elementary) - 1st Place (2006)
- Japanese Speech Contest - Runner Up (2005)
- Meritorious Mast. Top graduate of Armory School. USMCR (2005)