

## Computer Science BS Degree at The University of Texas, Class of 2023

3.8230 GPA      Notable Classes: iOS Mobile Computing, Compilers, Data Structures, Computer Architecture, Operating Systems, Algorithms, Programming for Performance, Game Tech, Contemporary Issues in CS, Human Computer Interactions

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## Work Experience

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| <b>Raising Cane's Chicken Fingers</b> - <i>Crewmember</i>  | July 2023 - Present   |
| <ul style="list-style-type: none"><li>• Cook/assemble meals and customer service</li></ul>   |                       |
| <b>Vans</b> - <i>Retail Sales Associate</i>  | Aug 2022 - Dec 2022   |
| <ul style="list-style-type: none"><li>• Assist customers with shoes/apparel</li></ul>  |                       |
| <b>iD Tech Camps</b> - <i>Instructor</i>   | June 2022 - July 2022 |
| <ul style="list-style-type: none"><li>• Assist/teach campers with varying subject matter</li><li>• Set up computers each week</li></ul>                          |                       |
| <b>Fujitsu</b> - <i>Software Engineer Intern</i>   | June 2022             |
| <ul style="list-style-type: none"><li>• Learned about Fujitsu product architecture</li></ul>   |                       |
| <b>Blackbaud</b> - <i>Software Engineer Intern</i>   | May 2021 - Aug 2022   |
| <ul style="list-style-type: none"><li>• Frontend/backend for donation forms service</li><li>• Microsoft ADO - Scrum</li></ul>                                    |                       |
| <b>Minecraft Plugins</b> - <i>Contract Work</i>  | June 2020 - Aug 2021  |
| <ul style="list-style-type: none"><li>• Spigot/Bukkit API</li><li>• Created games, tools, and server management plugins based on customer requirements</li></ul> |                       |
| <b>Omni Flow Computers</b> - <i>Software Developer Intern</i>  | June 2019 - Aug 2019  |
| <ul style="list-style-type: none"><li>• OMNICONNECT template editor in Microsoft MFC</li><li>• Multiplatform mobile application development</li></ul>            |                       |
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## Languages, Experience, Skills

**Languages:** Java, Swift, HTML, CSS, Javascript/TypeScript, C, C++, C#, Python, LaTeX, SQL, Clojure, Golang

**Frameworks:** UIKit, SwiftUI, Angular, Azure, Spigot/Bukkit, Xamarin, PostgreSQL, Microsoft MFC

**Tools:** React, Firebase, XCode, Android Studio, Bootstrap, Sass, Google Maps API, Windows Forms, Git, GitHub Pages, SkyUX, Wondershare Filmora, Audacity

**Other Skills:** Simple bash scripting, simple video/audio editing, I built my own PC

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## Personal Projects

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| <ul style="list-style-type: none"><li>• Pedali - Workout Interval iOS app</li><li>• UT Skate Spots Directory</li><li>• Photo Viewer Reborn</li><li>• My website (see above)</li><li>• UTRunner</li></ul> | <ul style="list-style-type: none"><li>• Clickquick, Quoridor Android Apps</li><li>• Learning Java Lesson Sets</li><li>• Minecraft Spigot Plugins</li><li>• Not So Super Smash (Java game)</li><li>• Discord bots for a server with friends</li></ul> |
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