

## OBJECTIVE

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To obtain a position where my enthusiasm for learning about, and working with computers will be of value to both my employers, and any team I can become involved with.

## EXPERIENCE

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03/2008–present **MSU MIND Lab** East Lansing, MI

*Student Programmer*

- Gameplay programming
- Framework programming
- Debugging and system design

10/2007–05/2008 **MSU Biomedical Research and Informatics Center** East Lansing, MI

*Student Programmer*

- Web application development
- Code maintenance
- Debugging and module design

## EDUCATION

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2005–present **Michigan State University** East Lansing, MI

- Undergraduate seeking BS in Computer Science and Engineering, and BA in Telecommunication, Information Studies and Media, with an emphasis in Digital Media Art and Technology, and a specialization in Game Design and Development
- Expected graduation in spring of 2009

2004–2005 **Wayne State University** Detroit, MI

- Awarded the Presidential Scholarship
- Attended the Honors College

## INTERESTS

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I enjoy a continuing educational experience involving new programming languages and programming platforms, as well as video gaming and modern literature.

## TECHNICAL

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**Languages:** HTML, JavaScript, C, C++, C#, PLSQL, ActionScript

**Applications:** MS Visual Studio, MS Office Suite, Adobe Photoshop, Adobe Flash

**Operating Systems(User Level):** Windows, Solaris, Mac OSX

**Miscellaneous Experience:** OpenGL, XNA, Subversion

## ACTIVITIES

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**Member** of the MSU Chapter of the Association for Computing Machinery

**Secretary** of Spartasoft, local student game software development club at MSU