About me

I’m a professional programmer, an Upward Bound alumnus, a Dell Scholar, and I'm passionate about computer visualization and human computer interaction. Most of my work up to this point has been in creating parallel algorithms to improve 3D simulations.

Education

I earned my Honors Bachelors of Science in Computer Science at Idaho State University in December 2017. I’m currently pursuing a PhD in Computing in Graphics and Visualization at the University of Utah