

PROJECTS

Tower Defense: Engineered, Feb. 2022 - April 2022

- **Technologies used:** GamerMaker: Studio 2, GML, Github
- A tower-defense style game in which the player has an active role fighting and repairing/upgrading towers during enemy waves.

Virtual Synthesizer, Nov. 2020

- **Technologies Used:** C++, MS Visual Studio, SFML, PC audio device API
- A simple musical synthesizer to challenge myself in combining the science of sound with coding, as well as creating a robust GUI from scratch. It uses a formula to produce a sin wave from the given frequency of the note being pressed with an "alternate mode" which produces a square wave for an 8-bit sound.

Shredhalla: March 2024 - Present

- **Technologies Used:** C#, Unity, Github Organizations
- A metroidvania 3D Isometric game, with a heavy emphasis on music and combat synchronization where defeating bosses unlocks new abilities in the form of musical styles and techniques.

WORK HISTORY

RSM US LLP - *Managed Application Services Technical Consultant*

Greenwood Village, CO • 07/2023 - Current

- Enhanced end user experience by identifying and resolving ~12 technical issues a week through troubleshooting and root cause analysis.
- Implemented customizations to Dynamics365 ERP software, utilizing X++ and SQL, to provide optimized solutions for clients.
- Provided timely technical support to clients, addressing their concerns while maintaining a mean time to repair below the company average.
- Strengthened stakeholder relationships through frequent and clear communication by translating technical terminology into universally understood language.
- Specialized in system performance analysis and optimization, significantly improving process runtimes and resolving general system slowness.

CS@Mines - *Teaching Intern*

05/2021 - 08/2021

- Developed content for & taught Beginner Python, Enviro-geoscience, and Sensor Systems camps.
- Provided an accessible introduction to Computer Science concepts for young students.

Generation Teach - *Summer Teaching Fellow*

06/2020 - 07/2020

- Planned, developed, and taught material for online courses while managing multiple learning and information systems.
- Completed AmeriCorps term of service while serving middle-school students who achieved growth in reading and math.

EDUCATION

Colorado School of Mines

Golden, CO • 05/2023

Bachelor of Science: Computer Science

SKILLS

Proficient:

- Java, C++, X++, C#, C, Python, SQL, MS Visual Studio, Eclipse, Object Oriented Programming, Dynamics 365, Microsoft Azure DevOps

Knowledgeable:

- Javascript, JetBrains Software, Godot 4, Unity, Game Development and Design, Database Management, Microsoft Azure Portal, Dynamics AX2012, Jupyter Notebook, Fortran

Familiar:

- OCaml, JUnit Testing, React, Ajax, XAMPP, Agile Project Management, Machine Learning

CERTIFICATIONS

- Microsoft Certified Finance and Operations Apps Developer Associate (2024)