

Education

Rochester Institute of Technology

Bachelors of Science, Computer Science, Expected Graduation: 2019

Knowledge

Software

- Unix tools, Linux, Windows, GCC toolchain, Eclipse,
- IntelliJ/Clion, Shell scripting, Git, CVS, L^AT_EX, Unity

Programming Languages

- Java, C, C++, C#, Go, Python

Personal Projects

Grive

Terminal interface for Google Drive, using Go and the Google API.
Created for HackRU.

Bosphorthennis

Open Source indie game created at university's game development club. Using Unity as an engine and C# for scripting.

Emerge

Game engine, currently under development, using SFML and C++.

Relevant Coursework

Computer Science for AP Java course for AP students.

Mechanics of Programming C course, focused on low level programming.

Activities

RIT Game Development Club Led projects, and helped organize Game Jams

CodeRIT Participate in hackathons, with logistics provided by CodeRIT.

Hackathons Free Software Day, HackRU, going to attend DandyHacks, and BrickHack.