
Experience

- **Progressive Insurance** Mayfield Village, OH
Application Developer September 2014 - Present
 - Built a new, RESTful API in ASP.NET utilized by several key systems to facilitate update and retrieval of customer policies for agents
 - Developed a prototype application to receive an auto quote via the Amazon Echo
 - Backend development in C# for Progressive's online agent portal
- **Garmin International** Olathe, KS
Software Engineer Intern May 2013 - August 2013
 - Developed a data conversion tool in Python for viewing of aircraft log data in Excel and Google Earth
 - Maintained and updated data loggers for two avionics systems, written in C
- **Jackson National Life** Houghton, MI / Lansing, MI
iOS Developer Intern August 2013 - September 2014
 - Developed a native iOS application in Objective-C for use by recruiters at career fairs
 - Worked on resume image optimization and text recognition for automated field population*Intern Project Lead* January 2013 - May 2013
 - Assisted in leading the development of an internal web application for developer performance tracking
 - Developed using Java Server Faces, using a DB2 database, and deployment via a JBOSS server*Systems & Programming Intern* May 2012 - August 2012
 - Developed an enterprise-level web application on a team to streamline many common daily tasks
 - Primary development in Java, JSP, and JavaScript

Projects

- **UnityDrive**
Started at MHacks 2013, UnityDrive aimed to unify a user's cloud storage services by linking them together in a single application.
- **Broderoids** <http://goo.gl/aWPtB>
Cross-platform, multiplayer Asteroids clone developed on a team in Java using LibGDX. Now available on Google Play.

Languages

Java, C#, Python, JavaScript, Objective-C, C++, C

Education

- **Michigan Technology University** Houghton, MI
Bachelor of Science in Computer Science Grad: May 2014
Cumulative GPA: 3.12
 - **Key Courses:** Concurrent Computing, Operating Systems, GPU & Multicore Programming, Networks
 - **GPU Research**
Undergraduate Research Assistant
 - * Researched the performance impact of using hardware supported vector types in CUDA and OpenCL as compared to a standard loop unroll with prefetching