

## EDUCATION

**Tufts University** School of Engineering, Medford, MA  
Bachelor of Science, Human Factors Engineering and Computer Science, May 2017  
GPA: 3.48/4.00, Dean's List for Four Semesters of Five

## RELEVANT COURSEWORK

### Computer Science

Data Structures, Web Programming, Algorithms, Game Development,  
Machine Structure and Assembly Language Programming, Discrete Mathematics

### Human Factors

Human Factors Product Design, Computer Interface Design, Engineering Psychology  
Human-Computer Interaction, Human-Machine System Design, Project Study in Human Systems

### Other

Technical and Managerial Communications, Global Product Development, Game Theory,  
Advanced Statistics, Calculus I-III

## PROFESSIONAL EXPERIENCE

### Pegasystems, Inc.

*Digital Marketing Intern*

Cambridge, MA  
May-Aug, 2016

- Published stakeholder content using Drupal CMS and other systems
- Orchestrated updates to Pega.com for enhanced SEO, UX, and content

### Zeta Beta Tau Fraternity, Omicron Chapter

*Rush Chair*

Medford, MA  
Full Year 2015

- Planned three rush events each semester within a budget
- Executed the events while they were happening

*Membership Development Director*

Spring 2016

- Planned and led program to integrate new member class into the chapter
- Educated new members regarding chapter procedures and values

### Tufts University Spatial Cognition Laboratory

*Research Assistant*

Medford, MA  
Jan-Aug 2015

- Supervised experiments involving mental rotation
- Digitally implemented designs for new experiments

### URJ 6 Points Sci-Tech Academy

*Video Game Design Specialist, Counselor*

Byfield, MA  
Summer 2014

- Coached campers in video game design principles
- Taught campers to create video games using software tools
- Supervised campers in their living spaces

## PROJECTS

### MapChat

Fall 2015

- Built a checkin service with the Google Maps API and node.js + express

### Brawliseum

Fall 2015

- Created multiplayer top-down sword fighting video game
- Built in JavaScript using the Phaser game development framework

### Freelance Crossword Writer

2007- Present

- Creates crossword puzzles for *The New York Times* and *Buzzfeed*
- Builds custom crossword puzzles for clients
- Edited puzzles alongside *New York Times* crossword editor

Summer 2012

## SKILLS

**Languages:** C, C++, Javascript, Python, Java, Bash, Visual Basic, R

**Tools:** Git, Unity, node.js + express, MongoDB, Bootstrap, JQuery, Drupal, Photoshop, Illustrator

**Other:** Wireframing, Rapid Prototyping, User Research

