

Education

University of St. Thomas

Computer Science, Bachelor of Science
Graduating May 2020 • St. Paul, MN

Skills

Languages: Python, Java, C, JavaScript, Node, PHP, SQL, Bash, Latex

Frameworks: React, Vue, JQuery, Express, Django, Flask, React Native

Technologies: Linux, Google Cloud, Rest APIs, GraphQL, Android, OpenGL

Experience

Web Programmer | LinkUp, Job Search Engine

Internship • June 2019 - January 2020 • Minneapolis, MN

- Built automated services to gather data from online job listings using APIs and web scraping with PHP and JS.
- Processed 100s of thousands of job listings to draw in new users and sell analytics based on the data.
- Increased my team's efficiency, effectiveness, and reliability by creating code templates that are used daily.
- Designed new website templates with Bootstrap to attract new paying clients and job applicants for those clients.
- Responded promptly and resolved hundreds of support tickets from clients about problems with our data.
- Communicated with my team constantly to be on the same page, stay organized, and know what to prioritize.

Full Stack Developer | Fitness Formulary

Internship • June 2018 - September 2018 • Minneapolis, MN

- Created a feature for our users, to keep them active, which matches their dietary preferences with healthy recipes.
- Designed a MySQL database and filled it with recipes using web scraping and APIs in Python.
- Added nutritional information to recipes by parsing them with regex and taking advantage of nutrition APIs.
- Created a service to merge the inventory from our supplier into our databases to keep our inventory up to date.
- Built services to track competitor prices and inventory and created analytics from the data for our marketing team.

Audio/Video Technician | University of St. Thomas

October 2016 - May 2017 • St. Paul, MN

- Set up audio and video equipment for school events and monitored everything to make sure it was perfect.
- Worked with my team to design stage layouts and with performers to keep them comfortable on stage.
- Applied my Computer Science background to create a web app for designing stage layouts to help my coworkers.
- Maintained equipment rooms, kept track of inventory, and communicated any equipment failure to my team.

Projects

Crime Map Website

An interactive map that displays all crimes in the St. Paul area, built using Vue, Node, and SQLite.

- Built a Rest API with Express for the app to communicate with and used multiple third-party APIs for functionality.

Marketplace Website

A marketplace website for buying and selling items and messaging users built, using Flask, Bootstrap, and SQLite.

Grocery List App

A Vue website and Kotlin Android app that allow me to display and edit my grocery list stored on an Express server.

Blackjack Simulator

Simulates games of blackjack using customizable play, betting, and card counting strategies for maximizing profits.

First-Person Shooter

Realtime online first-person shooter built using PlayCanvas JS game engine and Photon multiplayer game backend.