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## Education

### BACHELOR OF SCIENCES | SPRING 2021 | CALIFORNIA STATE UNIVERSITY SACRAMENTO

- Major: Computer Science
- Minors: Mathematics, Philosophy
- Certification: Software Engineering
- Related coursework: Data science, Software Engineering, Machine Learning, Artificial Intelligence

## Skills

### PROGRAMMING LANGUAGES

- Java, C, C++, Go
- Python, R
- HTML, CSS, JavaScript, React, jQuery
- SQL, PHP

### SOFTWARE DEVELOPMENT METHODS

- Agile Development
  - Scrum, Lean, Kanban
  - Feature Driven Development
  - Extreme Programming
- Waterfall Development
- Incremental Development
- Iterative Development

### FREQUENTLY USED TOOLS

- AWS, Azure
- Adobe XD
- Windows, Linux, Unix
- Jira, Flying Donut
- Git, MySQL

## Work Experience

### SACRAMENTO STATE CLUBS | SPRING 2018 – FALL 2019

- Managed over a dozen concurrently competing collegiate Esport teams.
- Streamlined previously inconsistent processes to increase flow of information between teams and their leadership. Resulting in better communication and more competition.
- Briefly held the committee chair for Big Sky's Esports tournament. Responsible for facilitating intercollegiate esports between twelve participating universities.

## Awards and Affiliations

### AWARDS

- Multiple Dean's Honor Roll Awards from the College of Engineering and Computer Science.

### AFFILIATIONS

- Active member of ACM.
- Active member of IEEE.