

EDUCATION

BS in Computer Science

University of Washington, Seattle, WA 3.57

Sep 2019 - Jun 2021

Running Start

Eastern Washington University, Cheney, WA 3.84

Sep 2017 - Jun 2019

EXPERIENCE

Software Developer

ASC Machine Tools, Inc, Spokane Valley, WA

April 2021 - Present

- Worked with electrical engineering team to discover internal/external needs and build tools to optimize those processes.
- Did full-stack development, designing interfaces, managing databases, writing tests and documentation.
- Helped modernize software engineering practices by introducing source control, unit testing, and bug/feature development tracking to own projects.

SKILLS

Languages C#, Ruby, Javascript, HTML, CSS, SQL, Java
Frameworks ASP.NET Core, Bootstrap, WPF

PROJECTS

ASC Time Tracker

<https://github.com/ASC-Machine-Tools-Inc/ASC-Time-Tracker>

Javascript, HTML, CSS, Bootstrap

- A web application for tracking time spent on various business tasks.
- Implemented CRUD operations and an account system to keep track of time logs.
- Developed various data visualizations to provide quick, clean summaries of logs over a time period.

Zendin

<https://uwrealitylab.github.io/xrcapstone21sp-team7/index.html>

Javascript, HTML

- A customizable VR zen garden simulation for the Oculus Quest 2.
- Developed various game features, UI, and environment designs using the A-Frame framework to create a virtual world.

Chore Center

<https://github.com/yaretzj/ChoreCenter>

Python, Flask

- An Android chore management app for gamification of chores.
- Worked on building backend Python API and tests to track chores and rewards.

MISCELLANEOUS

Side Projects

- Advent of Code 2021 (Ruby, 19/25 complete, <https://github.com/phiphphi/advent-of-code-2021>)
- Personal portfolio website (www.phithat.com)

Interests

- Virtual reality, science fiction, cooking, cats, and pixel art