
Employment Razorfish Atlanta, GA June 2013 – Present

Senior Software Engineer – Emerging Experiences

- Work as member of highly creative, cross disciplinary team primarily focused on developing interactive experiences for retail, tradeshow, and museum environments
 - Perform in high stress trade show situations. Installing, maintaining experiences, and telling the story of the project
 - Participate in ideation sessions designed to explore uses for new and emerging media technologies such as Kinect, Leap Motion, Myo, and others
 - Researched and presented on emerging trends in wearable technology
 - Assisted in managing official group twitter & instagram handles: @razorfish
 - Rapidly create prototypes for demonstration at pitches and iterate towards a final project
 - Perform onsite installation and QA testing of projects at client sites
 - Develop new tools and reusable code as needed by a project
 - Currently developing for Microsoft HoloLens
 - www.emergingexperiences.com
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Spectra Logic

Boulder, CO

May 2012 – August 2012

Software Engineer

- Develop user interface for large scale magnetic tape libraries
 - Develop and test cross platform API for legacy MFC code (C++)
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Send It! Apps

Breckenridge, CO

Sept 2011 – Dec 2012

Android Developer

- Develop two Android apps currently selling on the Android Market
 - Port existing iPhone code for use on Android platform
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Education

University of Colorado, Boulder

Class of 2013

B. S. Electrical & Computer Engineering

Exhibition**Hacking Spaces (2016)**

- Created hacked online environment where users of the website 9to5.tv could interact with a physical installation by triggering lights and synthesizers by typing commands into a chat window.
 - Collaboration with Andy Pruett
 - Featured on The Creator's Project
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Skills**Development**

- Advanced or better in most object oriented languages including C/C++, C#, Java
 - Proficient in application frameworks such as Cinder, Open Frameworks, Unity, Processing, Android, WPF, Windows Forms
 - Working knowledge of graphics APIs including OpenGL, DirectX, GLSL
 - Proficient in standard web technologies including node.js, html, xml, javascript
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Hardware

- Advanced or better knowledge of Atmega microcontrollers including Arduino IDE
 - Experience with IEEE 802.15.4 mesh networks
 - Proficient with basic circuit design and preparation for fabrication
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Software

- Proficient with technical software including SolidWorks, LTSpice, MatLab, Wolfram Mathematica, Blender, Autodesk Inventor
- Proficient with creative software including Adobe Photoshop, Illustrator, After Effects, Ableton Live
- Exploring other media software including Touch Designer