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## EDUCATION

University of Houston Houston, TX

### Bachelor of Science in Computer Engineering Technology

Minor: Mathematics GPA: 3.67

Graduation: May 2016

## SKILLS

**Programming Languages:** ASP.Net, C#, C++, CFML, HTML/CSS, JavaScript, JQuery, SQL, VB.Net

**Software:** Adobe Creative Suite, Microsoft Office (Access, InfoPath Designer, SharePoint Workspace),

Microsoft SQL Server, MySQL, Visual Studio, Unity

**Operating Systems:** Android, Linux, Windows, Unix

## WORK EXPERIENCE

NASA Johnson Space Center Houston, TX

### Software Engineer, Contractor

September 2015 – Present

- Develop and maintain multiple desktop and web applications in Visual Studio using the .Net Framework, SQL and MySQL Databases, SharePoint, IIS and other Windows Technologies
- Create and adapt software solutions to meet cross-departmental needs while meeting government security protocols and CMMI Level 3 engineering process requirements
- Support the Astronaut office by building and maintaining user procedure request applications, training materials for the new ASCAN and continuing classes, and websites with JavaScript, jQuery, CSS and other web libraries and technologies
- Establish manual testing and validation procedures for applications integrated with multiple system interfaces, databases, access points and firewalls within and outside of JSC
- Direct requirement gathering, user story creation, collaborative development and documentation for new projects while continually supporting and responding to customers and end users of existing applications and legacy software using SCRUM methodologies
- Maintain source controlled applications using Team Foundation Server and GitLab
- Support database administration in Microsoft SQL Server by creating backups, performing clean ups on all servers and development areas, and optimizing stored procedures, functions, and tables to increase or update application and tool functionality
- Create and maintain application pools, virtual directories, authentication protocols and redirects using IIS Manager

Kinder Morgan IT Department Houston, TX

### IT Intern

May 2015 – August 2015

- Develop Windows Form Applications in Visual Studio using VB.Net for reporting and management purposes while linking data with company databases
- Use SQL Server and MySQL to maintain and create stored procedures and functions while optimizing application and retrieval performance
- Participate in product release lifecycle through project planning, architecture, design, testing, and integration for new applications and projects

University of Houston Enrollment IT Houston, TX

### IT Assistant

June 2014 – May 2015

- Work with SharePoint developers to manage website design, functionality, and database retrieval
- Assist in the oversight of strategies and initiatives for database architecture and administration
- Provide technical assistance on database support issues, service requests, projects, and quality assurance testing

## PERSONAL PROJECT

### 2D Game Development with Unity

August 2015 – Present

- Create a 2D top down game for PC and Android while implementing 2D and vector math, quaternions, and physics for game objects with C#
- Design level environment, gameplay scripts, and cut scenes while handling graphics and animations
- Build imaginative and unique sprite sheets for characters and situation layouts
- Collaborate with other developers to discuss new features in the Unity community