

EDUCATION

Tallahassee, FL	Florida State University	May 2013 – May 2018
<ul style="list-style-type: none">• Major: Computer Engineering – Minor in Mathematics• Degree: Bachelors of Science• Coursework: Data Structures & Algorithms, Data Science in Python, Ruby Metaprogramming, Database Design, Computer Architecture, Mongo – SQL – Flask APIs, Web Development Bootcamp, Unity Game Design (C#), Internet Application Java Programming, Computer Network Design & Analysis		

EMPLOYMENT

Software Developer Intern	Arthrex INC	May 2018 – Dec 2018
DevOps Consulting, AWS Service Coordination, Arthrex.com		
<ul style="list-style-type: none">• Utilized Elasticache, S3 Buckets, Cloudfront, Cloudformation & Cloudwatch to facilitate billing alarm SNS notifications, grant user permissions on data, and organize company assets into electronic catalogs• Maintained, monitored, updated company applications in CircleCI flows (OrthoIllustrated, SOS)• Processed and resolved service desk tickets using Jira (former employee requests, GitHub permissions)• Debugged/added features to Arthrex.com through Ruby, Coldfusion, Javascript and CSS• Developed competency in Agile Development through SOS CMS group collaboration• Shadowed company's Cyber Security Department• Heavily employed Github for Agile conventions and the SDLC framework		
System Engineer Intern	Fischer International Systems Corporation	May 2017 – Aug 2017
FISC Identity Management		
<ul style="list-style-type: none">• Coded solutions for the provisioning of several accounts over numerous databases (Oracle, Google Apps, Identity System, etc.) for schools using the product developed by Fischer• Documented previously existing solutions developed by the solution engineering team and those self-created (authored comments, outlined processes contained within workflows, published completed documents for senior infrastructure team)• Directly supported customers through tickets received from Axosoft kiosk; reported successive instances and guided clients through mechanics of self-created/designed technology solutions		
Project Lead – Senior Design	FSU & Northrop Grumman	Aug 2017 – May 2018
Synthetic Aperture Radar Imager Research		
<ul style="list-style-type: none">• Supported Northrop Grumman representatives in efforts to enhance design of previously existing SAR imager, assisted in VHDL programming of asynchronous signal processing• Facilitated representative meetings, consulted with professionals and balanced budget throughout the system's design		

SKILLS

Software (Backend): C | C++ | C# | Java | SQL | Python | Ruby
Software (Frontend): JavaScript (React.js, Node.js) | HTML5 | CSS | Bootstrap & Semantic UI | jQuery | AJAX
API & Server Design: Flask | Mongo | MySQL | PostgreSQL | Rails | Tomcat | Apache
Game Design: Unity | Unreal | JavaFX
Familiar IDEs: Microsoft Visual Studio | Eclipse | Xcode | Command Line Compiler | Cloud9 | CodeLite

SOFTWARE PROJECTS

College – Themed Monopoly

JAVA & JAVAFX

- Designed Object-Oriented, scalable code, programmed movement of board pieces, space events, chance cards and community chest. Utilized JavaFX to design board in accordance to FSU Campus

2-D RPG Platformer – ‘Cat-Aclysm’

C# & UNITY

- Employed Unity engine to design adventure game, displayed competence of game industry design
- Programmed jumping, attack, and health mechanics, assisted in level design & character movement

Data Science / Machine Learning Side Project

PYTHON & TABLEAU

- Designed robust regression models in Tableau, formed accurate sample predictions based on data displayed in numerous files, employed deep learning methodologies & k-means/hierarchical clustering

RESTful API Design Project

FLASK & PYTHON

- Utilized Flask libraries to exemplify RESTful API design in Python, demonstrated GET, PUT, POST, DELETE requests & created example store inventory pages to test requests

Playground Blog Site Side Project

CSS, HTML, JS

- Exemplified web development conventions within video game blog site, utilized CSS, HTML, and JavaScript frameworks for setup, and employed Bootstrap styling for ease of readability
- Implemented Node.js libraries to demonstrate GET, POST, PUT, DELETE requests for adding, editing, redirecting, and deleting blog posts

Color Picker Game

CSS, HTML, JS

- Practiced encapsulation & scalability in simple color picker game, facilitated JavaScript functions to change color of boxes when clicked
- Implemented ‘Reset’ button, random number generator for hidden correct box and decorating other box choices, styled in Semantic UI for easier readability & better aesthetics

COMMUNITY SERVICE / LEADERSHIP

- Theta Chi Fraternity – Gamma Rho Chapter
- Fraternity Soccer Team Captain – IM Champions
- “Cheers for Children” Philanthropy - Jimbo Fisher’s Kidz1st Fund
- Youth Leadership Collier Graduate – Naples Florida
- Von Leibig Summer Art Camp Counselor

August 2013 – May 2018

January 2014 – March 2018

November 2013 – 2018

June 2013 – July 2013

Summer 2009 - 2011

Personal Attributes

- Skilled Pianist – 18 years
- Video Game Critic & Connoisseur
- Sports Advocate (Football, Basketball, Soccer)
- Creatively & Mechanically Inclined