

(908) 342-8717

[portfolio](#)

EDUCATION

Rutgers University (RU), New Brunswick, NJ

Bachelor of Science in Computer Science, GPA 3.44

January 2024

3x Dean's List, Awarded by Rutgers University for academic excellence

RELEVANT EXPERIENCE

Spectral War

December 2023

Developer, Game Designer

- Worked on a team with **8** members, including **5 developers**, to develop a 3D RTS game
- Responsible for the Light Connector Lens System, Camera, Economy Management, Player Interface, and **Bug Fixes**
- Ranked **Top 10** out of **118** game submissions and **#1 game** excluding browser game submissions

Eternal Harvest

October 2023

Game Designer, Developer

- **Managed** a team for a game jam, with **4** team members, to create a 3D Tower Defense game
- Mainly Responsible for **5** Enemy Variants, Enemy Pathfinding, Upgrade System, and **Game Design**
- Learned how to effectively collaborate on a **Github** project with multiple developers

Other

Miscellaneous

Cumulative

- Tutored in STEM for over **40 Hours** and Volunteered for over **160 Hours**
- **4** Browser Games in Godot | **2** Games in Unreal | **3** Games in Unity | **2** Games in Python

PERSONAL PROJECTS

3D Personal Website

// Utilized Three.js Framework and Implemented in 2 weeks

Javascript / Three.js

- Utilized **three.js** to allow a user to fly a jet through **4** worlds filled with parts of resume and **10** crystals.
- Website is developed to be **reactive** and to handle differences in window size and platform.

Console Spot

// Databases and Data Management project with a team

JDBC / mySQL

- Focused on **frontend** in an application developed to sell consoles on a website hosted by Apache Tomcat.
- Worked with **3 colleagues** to make a **full stack application** reactive and responsive.

Honorbound

// Multi-year 3D action game project utilizing Data Structures

Unreal Engine 5 / C++

- Solved game breaking problems, optimized code, used C++ and Blueprints for a large scale, **multi-year** project.
- Used **Data** Tables, Enums, Structs, and Maps in Unreal to efficiently get and set **100+** player and ability stats.

CERTIFICATIONS

Certification Awarded by Codingame for proficiency in C++

June 2023

AREAS OF EXPERTISE

Python | Javascript | C++ | C | C# | GDScript | Java | HTML | CSS | JSON | OCAML | JDBC | MySQL | Git/Github | Unreal Engine | Unity | Godot | Jupyter Notebooks | PyTorch | Three.js | React.js | Design

RELATED COURSEWORK

Calculus | Linear Algebra | Discrete Math | Data Structures | Artificial Intelligence | Computer Architecture | Systems Programming | Computer Algorithms | Numerical Analysis | Multimedia | Data Management and Data Science