

Oregon State University

- Bachelor of Computer Science, June 2011

Mt. Hood Community College

- Associate of Computer Science, June 2008
- Associate of Mathematics, June 2008

Work experience

The Boeing Company

Software developer, June 2011 - Current

- Designed, developed, and documented a Java programmable interface to an electrical-engineering application on an IBM mainframe
- Analyzed web/thick-client applications for cyber/network security vulnerabilities

Software developer (intern), June 2010 - December 2010

- Designed and developed a multi-threaded Java application interfacing two major manufacturing/production engineering applications, achieved a speedup of 6.5x over legacy system
- Designed and customized user interfaces of a major manufacturing and production engineering applications
- Was one of only 12 interns selected out of the 60 that applied for the Information Systems Career Foundation Program due to recognition received by management for my work during internship

Software developer, December 2008 - June 2011

- Key developer of Ganeti Web Manager, a web-based application for managing Google's Ganeti cluster virtual machines. (https://code.osuosl.org/projects/ganeti-webmgr)
- Key developer and designer of Touchscreen, an interactive kiosk framework implemented entirely with with open source, and web-standard technologies including Django, Python, jQuery, JavaScript, HTML, and CSS
- Collaborated on the design, development, installation, and configuration of the following web sites based on the Drupal framework:
 - * OSU Open Source Lab (http://osuosl.org/)
 - * GOSCON, Gov. Open Source Convention (http://goscon.org/)
 - * Polk County, Oregon (http://www.co.polk.or.us/)

Mt. Hood Community College, Department of Research and Planning

Information technologist, November 2007 - January 2009

- Implemented, administered, and provided technical support for approximately 250 users for a web-based, strategic planning and educational assessment application
- Facilitated meetings and wrote documentation to train the faculty and employees of Mt. Hood Community College on how to use and manage the application
- Provided key decision criteria for the selection and purchase of this application through research and evaluation of software candidates

Portland Art Museum, NW Film Center

Assistant Instructor/Film Editor, July 2003 - July 2007

- Taught students how to animate and edit their own films
- Edited digital film for the final class presentations at the Guild Theater in downtown Portland.

BMT Solutions

Internet Technician, May 2001 - April 2007

- Provided tech support to thousands of people with Internet and networking-related issues
- Often worked independently and remotely
- Worked with system administrators and company officials to resolve system-wide issues

Technical skills:

- Avid Linux user familiar with several desktop environments, and comfortable in the terminal. Also have a working knowledge of Macintosh OS X and Microsoft Windows
- Familiar with many languages, tools, technologies including:
 - * JavaScript, jQuery, AJAX, HTML, CSS
 - * Python, Django, CherryPy
 - * Java, C/C++
 - * Drupal, PHP
 - * JSON, XML
 - * MySQL, SQLite
 - * Git, Subversion (SVN)
 - * Visual Basic/VBScript
 - * nVidia CUDA parallel computing

Community and interpersonal skills:

- Extensive technical support experience in-person, via email, and over the phone which required a combination of patience, good communication skills, and technical competence
- Former Event Coordinator for the Oregon State University Linux User's Group. Responsibilities included communicating with open-source community representatives to organize presentations, promoting community-based software to the general public, and representing the Linux User's Group at various OSU events
- Three months living in San Miguel de Allende, Mexico through a study-abroad program through Mt. Hood Community College
- Relevant communication/social science courses:
 - * Introduction to Usability Engineering
 - * Social and Ethical Issues in Computer Science
 - * Technical Writing
 - * Introduction to Philosophy
 - * Anthropological Language and Culture
 - * Principles of Sociology
 - * Films and Society

Interests

- Open source software and community development
- Web application design and development
- The Internet as a computing platform
- Human-computer interaction and end-user software engineering