
Education	Missouri University of Science and Technology B.S. Computer Science B.S. Computer Engineering Minor in Mathematics	August 2009 – May 2013 Major GPA: 3.23 Major GPA: 3.73 Cumulative GPA: 3.009
Professional Experience	Microsoft Corporation Software Development Engineer in Test <ul style="list-style-type: none">• Works with a feature team to design, build, and test new features.• Development and optimization of testing automation (C#) and infrastructure.• Maintenance of several specific test deployments for different customer environment scenarios.• Create and assess the effectiveness of automated and manual test plans.• Sole owner of many product areas, including almost all testing for an entire product.• Orchestrate and organize testing with an offsite vendor team to increase our throughput.• Participant in BlueHat security conference, bringing knowledge back to team for improvement.• //oneweek Hackathon project developed into full product feature.• Submitted a patent application for a new idea to utilize technologies.• Acted as head recruiter for several recruiting trips to Universities.• Intern coordinator in charge of organizing dozens of events for about 30 interns.	Redmond, WA July 2013 – Present
	National Information Solutions Cooperative (NISC) Programming Intern <ul style="list-style-type: none">• Worked with other interns to develop an end-user software package from start to finish, integrating our system to use data from other systems.• Utilized mainly Java and Google Web Toolkit, and light use of PHP and Javascript.• Worked closely with cloud clusters, using Ganglia to generate cluster statistics for our program to display.• Continued to work remotely after internship – using Java and GWT, mainly performing various bug fixes in existing software.• Regularly assigned change requests to fix and submit.• Mentored the new interns, helping them take their own project from start to finish.• Presented final product in formal presentation to company heads.• Developed 3-4 independent projects from concept to reality.• Learned several new programming languages on the fly.• Introduced to distributed computing and storage.• Gleaned valuable insight on group mechanics.	Lake St. Louis, MO May 2011 – December 2012
	Product Innovation and Engineering, L.L.C. Undergraduate Research Assistant <ul style="list-style-type: none">• Developed on an industry-grade project that guides and analyzes laser deposition of a 3D model.• Program and interface were written in C#, which I was commonly tasked with fixing and testing.• Interfacing with the Open CASCADE software development platform was a heavy component of this project.• I was our primary contact with an external consulting group that we worked with to develop several algorithms.• First-hand experience with the difficulties in taking a concept and producing a physical product.• Learned how to communicate officially and professionally.• Introduced to new coding platforms and styles.	Rolla, MO October 2010 – May 2011

Additional Experiences	ACM SIG-Game		Rolla, MO
	Competitor / Developer		August 2010 – May 2013
	<ul style="list-style-type: none">• Joined the development team to improve limited Java support• Modifying the code generator (Python) to allow for better object-oriented designs• Introduced team to and helped team learn PyCharm for faster, more reliable development• Contributed to game design and mechanics• Significant efforts on testing backend server and client code for competitors to use		
	Best Buy Co., Inc.		Manchester, MO
	Counter Operations Agent (Geek Squad)		September 2008 – January 2012
	<ul style="list-style-type: none">• I performed basic diagnosis and repair of hardware and software problems• Commonly offered advice and recommendations; tracked current computing trends.• Maintained a consistent job through much of High School and College.		
Interests	Women in Tech	Maker Community	Security and InfoSec
	Recruiting and Mentoring	Puzzles & Coding Challenges	Hackathons
	Skiing, Hiking, Soccer	Jazz Trumpet	Planes and Spacecraft
Honors	Member of Kappa Kappa Psi – Honorary Band Fraternity		
	4 Microsoft shipping awards		
	ACM Member and SIG-Game Developer		
	Missouri Higher Education Scholarship (Bright Flight – ACT 31)		