

OBJECTIVE	Motivated, experienced software developer seeking new, enriching opportunities in front end or full stack development.		
EDUCATION	<b>Rochester Institute of Technology</b> - Rochester, NY	September 2013 - 2018	
	<ul style="list-style-type: none"><li>• Major: B.S. Computer Science</li><li>• 127 Credits Completed</li></ul>		
SKILLS	<b>Languages:</b> <ul style="list-style-type: none"><li>• C/C++</li><li>• Java</li><li>• JS/TS</li><li>• C#</li><li>• Haskell</li></ul>	<b>Tools:</b> <ul style="list-style-type: none"><li>• SQL</li><li>• Python</li><li>• PHP</li><li>• HTML</li><li>• CSS/SCSS</li></ul>	<b>Operating Systems:</b> <ul style="list-style-type: none"><li>• Rails</li><li>• NodeJS</li><li>• ReactJS</li><li>• CI/CD</li><li>• Pipelines</li><li>• git</li></ul> <ul style="list-style-type: none"><li>• GraphQL</li><li>• postgresSQL</li><li>• MongoDB</li><li>• InfluxDB</li><li>• webpack</li><li>• L<sup>A</sup>T<sub>E</sub>X</li></ul> <ul style="list-style-type: none"><li>• Windows</li><li>• Linux</li><li>• macOS X</li></ul>
WORK EXPERIENCE	<b>Bryx</b> - Rochester, NY	October 2019 - January 2021	
	Software Engineer	Designed, developed, and tested new user interfaces for Bryx911 web applications using Node and ReactJS. Modularized code into reusable packages. Set up tools and pipelines to automatically build, test, deploy, and generate documentation. Provided customer support to both Bryx911 and Bryx Station users.	
	<b>Calvary Robotics</b> - Rochester, NY	September 2018 - April 2019	
	Controls Software Engineer	Designed and developed custom OPC UA based, industrial internet of things (IIoT) performance tracking full stack software application for industrial manufacturing machines using python, NodeJS, ReactJS, SSR, InfluxDB, and other technologies.	
	<b>Micron</b> - Manassas, VA	January 2017 - August 2017	
	Systems Engineer Co-Op	Designed, developed, and supported internal software systems. Worked with customers in order to design new features and tools. Responsibilities included designing databases, developing REST APIs, and front-end feature development. Also set up CI pipelines to generate documentation for our main code database. Additionally, set up a system of project documentation.	
	<b>Intuit</b> - Mountain View, CA	January 2016 - July 2016	
	Software Engineering Co-op	Worked as part of the QuickBooks Online Payments team. Work primarily consisted of front-end feature development in Javascript, as well as testing of current features. Also worked on secondary project to create a browser based diagnostic tool using ReactJS. ( <i>fixit.intuit.com</i> )	
	<b>Siemens Industry</b> - Norcross, GA	June 2012 - July 2012	
	Business Intern		
PROJECTS	<b>Where to Find Brunch</b> (Personal, 2018 - On Hold) <ul style="list-style-type: none"><li>- Language: Ruby</li><li>- Uses Rails</li><li>- Uses Yelp’s GraphQL API</li><li>- Randomly generates a place to got to brunch based on a location or zipcode</li></ul>		
	<b>Tangram Piece Detector</b> (Computer Vision, Fall 2016) <ul style="list-style-type: none"><li>- Language: MatLab</li><li>- Research project</li><li>- Used computer vision concepts to find and identify pieces of a tangram puzzle</li><li>- Implemented generic Hough Transform</li></ul>		
	<b>Threaded Multidimensional Maze Generator</b> (Personal, 2014 - On Hold) <ul style="list-style-type: none"><li>- Language: C</li><li>- Uses binary division to generate maze</li><li>- Plans to be able generate a maze spanning at least 16 dimensions</li><li>- Plans to be able to output maze to a file</li></ul>		
	<b>Song Database</b> (Data Management, Fall 2014)		
	<b>Multidimensional Maze Generator</b> (Personal, 2013 - 2014)		
	<b>Assembly Sudoku Solver</b> (Concepts of Computer Systems, Fall 2015)		
EXTRACURRICULAR	<b>Computer Science House (CSH)</b>	Fall 2013 - 2018	
	<b>Society of Software Engineers (SSE)</b>	Fall 2015 - 2017	