

Education

Stony Brook University
BS in Computer Science
GPA: 3.75

Fall 2016 - Spring 2019

Skills/Languages

Java, MIPS Assembly, C, C++ Programming
Java AWT, JavaFX, OpenGL
HTML, CSS, Blender

Projects made in Java

Tower Defense

- Standard TD game that progressively increases in difficulty, while accounting for elemental advantages

Tic Tac Ten

- Complex Tic Tac Toe, where 3 games of Tic Tac Toe must be won in a line to win

Snake

- Classic Snake game made for reinforcing syntax and coding principles

Relevant Courses at Stony Brook University

System Fundamentals II Spring 2018

- Compilers, Concurrency, Operating Systems, Performance Analysis

Computer Graphics Spring 2018

- Modelling, Rendering, Interaction, Animation

Computer Science III Fall 2017

- JavaFX, Multithreading, Generics, Reflection

Computer Science II Fall 2016

- Data structures, Object-Oriented Programming

Experience

Stony Brook Undergraduate Teaching Assistant Spring 2018

- Assisted the instruction of JavaFX, multithreading, generics, and reflection
- Held office hours to help with course material

Stony Brook Undergraduate College Fellow Fall 2017

- Assisted incoming students with their transition from high school to college
- Worked closely with a faculty member to prepare and execute lesson plans

Concession Attendant at Showcase Cinemas Seasonal; 2016-2017

- Filled orders for customers; Handled cash transactions