

Education

- 2016 - Present **Franklin W. Olin College of Engineering**, Needham, MA.
Class of 2020 **Candidate for BS in Engineering: Concentration in Computer Engineering.** Coursework includes:
GPA: 3.91 Modeling and Simulation of The World; Introduction to Sensors, Instrumentation, and Measurement; Software Design; Qualitative Engineering Analysis
Recipient of 4-year, 50% Olin Merit Scholarship.
- 2012 - 2016 **Valley Catholic High School**, Beaverton, OR.
GPA: 3.82 AP National Scholar with Honors; English & French National Honor Society.

Experience

- May 2017- **Software Engineer Intern**, Voss Technologies - Chalmers University, Gothenburg, Sweden.
- August 2017 Worked with professor building a design system for autonomous vehicles. My focus was to build a schematic visualization system in C. Used an existing API in Functional Language (FL) to recreate functionality in C to increase speed, accuracy, and dependability of the tool. Used advanced data structures and heuristics to create informative and accurate schematics from Register Transfer Language (RTL) descriptions.
- Spring 2017 **Barbot**, Olin College.
Project manager and system architect for a Python Flask webapp for automated parties. Built a full stack webapp with MySQL database, Bootstrap front end, and Flask app development. Worked to layout the system and describe all functionality and worked with three other team members with varying levels of experience to ensure everyone had impact.
- Fall 2016 **Firmware Lead - Formula SAE**, Olin College.
-Present In charge of defining the software for the entire car. Designing, laying out, and implementing a custom API to ensure other student team members build software that is safe, stable, and efficient for the car. Previous work on the team includes designing custom PCBs for dashboard module and writing software for them.
- Fall 2016 **SLAC (Stay Late and Create)**, Olin College.
-Present Part of the leadership team for the club which promotes a collaborative work space to foster Olin's project based learning by holding weekly meetings with snacks, student-led workshops, and corporate-led workshops. Work closely with corporate sponsors including Google, GE, Microsoft and others to secure funding for activities. Work with the leadership team to organize SLACfest, a festival of creativity during the spring semester which features an entire day of workshops, activities, and food.
- 2014-Present **Sound Engineer**, Freelance, Portland, OR.
Self taught in the practice of live sound engineering including choosing equipment, setting it up, and running advanced shows. Engineered at music festivals, theatrical productions, and musicals including troubleshooting and organizing sound arrays. Installed fulls sound systems including equipment, software, and training. Worked as sound designer for the stage production of Dead Man's Cell Phone at Babson College. (Fall 2016)
- 2014-Present **Photographer**, Peter Seger Photography, Portland, OR.
Work freelance with focuses in portrait, landscape, and sports photography. Grew business to a profitable level. Published in editorial articles in The Oregonian covering a Fun Run. Portfolio at petersegerphotography.com

Projects & Other Activities

- September **Library Assistant**, Olin College of Engineering, Needham, MA.
- 2016-2017 Worked to design and manufacture a facade for the student run coffee shop on campus. Worked to install and maintain new shelving system including new database.
- Fall 2016 **Wanderer**, MIT Media Lab Reality Virtually AR/VR Hackathon.
Worked in a team of five to create a VR experience for people with anxiety. Went in with no previous experience in Javascript, C#, or Unity and created a bubbler feature using the newly release Google Daydream API to utilize the wand. More information can be found at devpost.com/software/wanderers

Skills

C, Python, Java, Flask, MySQL, HTML, MatLab, Altium Designer, Solidworks, 3dsMax, Unity Engine, Adobe Creative Suite, Microsoft Suite, L^AT_EX, laser cutter, mill, ShopBot CNC Router.

Other: French language fluency & conversational Swedish