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## ► EDUCATION

### UNIVERSITY OF GEORGIA

Bachelors Computer Science 2017

SIGMA BETA RHO -

National Marketing Committee,  
Web Developer, Graphic Designer  
ugasigrho.org

UGA ACM -

Android Development Leader  
ugaacm.com

UGAHACKS -

Secretary, Web Developer  
ugahacks.com

## ► SKILLS

**LANGUAGES:** Java, C/C++, C#, Javascript, Ruby, Python, HTML, CSS, PHP

**FRAMEWORKS/LIBRARIES:** ASP.NET, Ruby on Rails, Angular.js, Node.js, Bootstrap, jQuery, React.js, Ember.js, Vanilla.js

**DATABASES:** SQL, PostgreSQL, MongoDB, XML, JSON/REST

**OTHER:** Photoshop, Illustrator, Dreamweaver, Heroku, Git

## ► EMPLOYMENT

### NCR CORPORATION

Mobile App Engineer Co-Op

Duluth, GA

Jun 2015 to Current

- Designed and developed Mobility Collaboration Center to centralize fragmented mobility protocols on corporate intranet as well as downloadable assets (custom CSS/JS and jQuery Mobile API)
- Developed and deployed mobile web applications in rapid development cycles to a global workforce of 30,000
- Revamped UI of corporate mobile landing page to comply with outlined design standards
- Collaborated with Business Intelligence team to configure and implement data visualization/discovery tool SAP Lumira on an enterprise level, as well as created documentation and conducted live demonstrations
- Configured Mocana Atlas mobile platform to enable app-wrapping and swift two-factor authentication to users utilizing AirWatch and authentication for guest devices.
- Performed Salesforce data entry of 200 backlogged pages of volunteer and donor information for The Nicholas House homeless shelter

### TEXTR, LLC

Front-End Android Developer

Athens, GA

Dec 2014 to Current

- Designed front-end for social application 'Textr Messenger' to be deployed on Android in 2015
- Developed new features and concepts for app manipulating XML and Java
- Created roadmaps and high-level view of app on an administrative level
- Streamlined an Agile workflow process to ensure productivity and communication

### MDSI, INC.

App Developer Intern

Alpharetta, GA

May 2014 to Aug 2014

- Updated client-facing 'Membership' application to current design standards in order to simplify user experience
- Developed and implemented client address API to make addresses visible to clients within 'Membership' application as well as for Billing Pages to reduce shipping mistakes/fraud
- Engineered user interface for addition of new clients/entities into web application
- Engaged in Scrum/Agile work style team

## ► PROJECTS

### ARTSY

Implemented a Java application that can stitch together multiple images in a number of "artsy" ways (vertically, horizontally, and checkered patterns) using interfaces and Java Swing

### CALCULATOR

Coordinated in a pair programming project to design & develop calculator application with Java 8, including a GUI powered by JavaFX.

### MYPAD

Developed a text editor using C++ and the Standard C and ncurses libraries. This text editor also has basic open, close and save actions which utilizes low-level system calls to the kernel.

### BATSHELL

Wrote a Unix command shell, similar to Bash, using C++ and system calls that supports background job control, pipelining, and I/O redirection.

### BREAKOUT

Recreated popular arcade game 'Breakout' and implemented user interface using JavaFX