

Education

Howard University, Washington, DC

Major: Computer Science, May 2018, GPA – 3.83

Relevant Coursework

- Data Structures
- Fundamentals of Algorithm
- Machine Learning
- Introduction to Mobile App Development
- Introduction to Game Design
- Computer Organization
- Operating Systems
- Probability and Statistics

Skills

- **Game Development:** Built games using C Sharp in Unity
- **Mobile App Development:** Developed cross-platform apps using AngularJS and ionic
- **Programming Languages:** Python (1.5 years), C++ (1 year), Java (7 months) Unix (4 months), MIPS (4 months)

Work Experience

Electronic Arts (EA), May 2016 – Aug 2016

Software Engineering Pathfinder Intern (Undisclosed Project)

- Designed and Implemented a communication system among players in a multiplayer mobile game
- Implemented server side using Google App Engine (Java) and client side using C Sharp in Unity

Howard University Office of Financial Aid, Aug 2015 – May 2016

Student Assistant

- Analyzed and updated large amounts of Financial aid and Loan data (2500+ student records)
- Collaborated with student workers from various other departments to complete projects

Projects

Knockout Game, MHacks 6 (2015)

- Built a game in Unity using Unity Physics and C Sharp
- Integrated smartphone as a controller by using EA's Pathfinder API

Shopping App, Fall 2015

- Developed a cross-platform Shopping App to make shopping at supermarkets easier
- Implemented Angular JS as framework, used Parse as storage

Fresh App, Google DC Hack (2015)

- Developed a cross-platform app to help college Freshmen seek help from upperclassmen
- Implemented wireframe using Angular JS, used Semantics 3 API for data and Parse for storage

Shuttle Runner Game, Google DC Hack (2015)

- Built a fully functioning shuttle runner game with a team of five people using Unity
- Created and minimized scenes for smooth rendering of the game

Honors

Howard University Founders Scholarship – Full Tuition, Room and Board, Book Voucher (2014 – Present)