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## Education

Montana State University – BS in Computer Science  
2009 – 2014  
GPA: 3.1

## Employment History

Naval Undersea Warfare Center, Keyport (September 2014 - Present)  
Web Developer (NADP)

Developing web apps for the NUWC's Weapons Information Technology Branch using Angular.js, Bootstrap, and CoffeeScript as part of a team of developers engaged in Scrum and TDD. Working daily with stakeholders to ensure timely delivery of the most important features first. Updated and replaced legacy code, designed and implemented new features based on customer feedback, and maintained test suites in JavaScript and C#.

TechLink Technology Transfer Center (May 2012 - May 2014)  
Testbed Intern

Tested and programmed additions for U.S. DoD software as part of a small team. Prepared and presented said software for transfer to civilian markets. Worked C, Java, Python, and PHP/MySQL, testing on Unix and Windows platforms using virtualization software. Wrote integration tests, logged usage data, and tracked bugs for the Builder Sustainment Management System, a web application built to serve as a concurrent data manager for structural assets in large organizations. Used Selenium to more effectively test web applications. Created documentation for software using black box testing.

## Community Involvement and Interests

Built AI code on a team in the MIT Battlecode AI programming competition. (January 2014)  
Studied Japanese language overseas in Japan. (May - June 2013)  
Active participant in the MSU fencing club. (2012 - 2014)  
Designed and ran campus wide live action games in MSU's Tactical Action Gaming Club. (2011 - 2014)  
Regular attendee at LAN tournaments held by Bozeman's local TeSPA branch. (2010 - 2014)  
Trained with the European Martial Arts group in Bozeman. (2010 - 2014)  
Active musician in successful choral, jazz, wind, and marching ensembles. (2005 - 2014)

## Technical Skills

Familiar with numerous data structures and software patterns.  
Ability to write and maintain readable, scalable, and effective code.  
CSS preprocessors (LESS/SASS), AngularJS, and JQuery.  
SQL relational database systems and ORMs.  
Unity3D (including Oculus Rift integration), Adobe Photoshop, and similar tools.  
Version control systems, primarily Git.