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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)

Developed 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. Worked 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#. Manipulated the DOM with and without JQuery while maintaining compatibility, from modern browsers all the way back to IE7.

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 software for transfer to civilian markets. Worked with C, Java, Python, and PHP/MySQL, testing on Unix and Windows platforms using virtualization software. Wrote integration tests and documentation while hunting 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.

## 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)  
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.  
Version control systems, primarily Git.  
Unity3D (including Oculus Rift integration), Adobe Photoshop, and similar tools.