

EDUCATION

Georgia Institute of Technology | College of Computing

January 2022 – Present

Candidate for B.S. Computational Media | GPA: 3.45/4.00 | Faculty Honors: 2022, 2023

Relevant Courses: Data Structures & Algorithms, Linear Algebra, Discrete Math, Media Device Architecture, Objects and Design, Computer Audio

Kennesaw State University | College of Computing & Software Engineering

August 2020 – December 2021

Computer Science (Transferred to GT) | GPA: 3.95/4.00 | President's List: 2020, 2021

Relevant Courses: Databases, Differential Equations, Statistics, Calculus III

PROJECTS

Anubis | C, Docker, mGBA

Created a GBA arcade game inspired by Tomb of the Mask and implemented object pooling, layered backgrounds, sprite animation, and digital audio playback using Direct Memory Access and hardware interrupts in C using Docker

Designed game logic, controls, and gameplay mechanics for a smooth and intuitive user experience

Buzz's Bakery | JavaScript, HTML, CSS

Engineered, implemented, and tested game logic and mechanics using JavaScript

Designed and modified page layouts and graphics using HTML, CSS, and Adobe Photoshop

Collaborated with team members to design, develop, and deploy an online game

Composed soundtracks and sound effects integrated using HTML and Garageband

Frogger | Java, Android Studio, Agile

Implemented key features and game mechanics using Java to develop Android game

Sprint leader and applied Agile software development methodologies, Git, and object-oriented analysis to successfully complete a multi-person large-scale programming project

Personal Website | HTML, CSS, JavaScript

Designed and developed personal website and embedded images, videos, and files

EXPERIENCE

LEO Intern | Georgia Institute of Technology

May 2023 – Present

Utilized GT Housing database to group and pull queries for communication purposes

Video Editor | HIT Network

July 2022 – March 2023

Advanced video editing with graphics, keyframing, and thumbnail design for YouTube channels with 2+ million subscribers

Delivered consistent results with rapid turnarounds whilst communicating w/ international clients

Creative Director | For Film's Sake (KSU)

August 2021 – December 2021

Lead discussions and collaborated with other club leaders to develop and implement creative strategies to increase member engagement by 400%

EXPERTISE

Technical Skills

Java, C, Javascript, HTML, CSS, Node.js, SQL, C#

Programs/Frameworks

Git, Github, VSCode, IntelliJ, Docker, Android Studio, Unity, SCRUM, Agile

Adobe CC (Ps, Pr, Ae, Lr), Figma, DaVinci Resolve