

Education

Bachelor of Computer Science, expected May 2024

College of Science and Engineering, University of Minnesota-Twin Cities, Minneapolis, MN

Notable Coursework

- Introduction to Algorithms and Data Structures (Spring 2021)
- Machine Architecture and Organization, Discrete Mathematics (Fall 2021)
- Advanced Programming Principles, Linear Algebra (Spring 2022)

Work Experience

Software Development Intern, Advaita Bioinformatics Corporation (Summer 2019)

- Worked on genetic pathway analysis features for Advaita's iPathwayGuide software using Java, JavaScript, Python, R, and PostgreSQL
- Learned to perform collaborative software development tasks under AdvaitaBio's lead software developer
- Made use of software development tools and processes such as version control with Bitbucket (Git) and issue tracking with Jira

Prep and Line Cook, Northside Grill (Summer 2021)

- Handled myriad kitchen responsibilities on-demand, as directed by the head cook
- Primarily responsible for preparing ingredients and cooking on the line

Skills

Programs and Tools

- Unity (2D, 3D), Unreal Engine 4, OpenGL, Blender
- Visual Studio, RenderDoc, CMake
- Git (GitHub, Bitbucket, command line), Jira, Trello

Programming Languages

- Most Used: C/C++, C#, Python, Java
- Past Experience: JavaScript, R, PostgreSQL, GLSL, OCaml

Notable Projects

- Dungeon Flipper (2018-2019, Unity 2D and C#) - A* pathfinding, level generation from bitmaps
- Evenfall (2019-2020, Unity 3D and C#) - Minigame content generation from XML, 3D action combat
- Arpeggio (2020-2021, Unity 2D and C#) - Ability system, equipment system, input handling system
- Miscellaneous Engine-Level Game Programming (2016-Present, C/C++) - OpenGL graphics, ECS architecture

Leadership and Activities

- University of Minnesota Video Game Development Club

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