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SUMMARY

Motivated, inquisitive Master's in Computer Science student seeks to gain experience and expand knowledge in the field of computer science. Key skills include problem solving, creativity, and communication.

EDUCATION

Washington University in St. Louis   St. Louis, MO
    School of Engineering and Applied Science   August 2012- present
        Candidate for Master's in Computer Science
    College of Arts and Sciences   2005 - 2009
        B.A. in Environmental Studies

TECHNICAL SKILLS

Proficient: Java, Python
Familiar: JQuery, Django, Objective-C, C++, PHP, HTML/CSS, MySQL, Javascript, Unity Game Engine
Exposed: Assembly, SQL Server, C#, Ajax

RELEVANT EXPERIENCE

Teaching Assistant, Washington University   August 2013 – present
    CSE 132 (Computer Science II)   Spring 2014
    CSE 330 (Rapid Prototyping and Creative Development)   Fall 2013
    CSE 131 (Introduction to Computer Science)   Fall 2013 – Fall 2014
- Help students during lab time and office hours
- Grade exams and evaluate students' project demonstrations

St. Louis ScatterJam, Washington University   October 2014
    Worked with a team to build a puzzle-platformer game, Equinox, using Unity, in 48 hours
- Used Git and BitBucket as version control for the team
- Programmed dialog boxes and built layout of the level according to the group's plan

Software Developer Intern, Answers   May 2014 – July 2014
    Worked with Google Glass to create an Answers app
    Joined the Android app team to help add features to the Answers app
- Worked on front-end and connected with back-end using established protocols
- Used Android Studio as well as Git for branching and merging

Software Developer Intern, Exegy   June 2013 – August 2013
    Created a Java application to display real-time market data using Exegy software
- Made clear and concise code that can be understood by potential customers
- Designed a user interface for the desktop application

Media and Machines Lab, Washington University   August 2012 – December 2012
    Worked with Professor Kelleher on Looking Glass as Independent Study
- Made the interface of Looking Glass more captivating to the target audience
- Worked towards writing programs to automate finding particular video clips from user-submitted videos

AT&T IT MATREX/Internship Program, St. Louis Office   June 2012 – August 2012
    Built a database of my team's current projects and made a prototype interface to use it
- Regularly met with team members to discuss the requirements and uses for the project
- Collaborated with other interns on projects such as designing proposals for new products and services

Windows Phone Hack-A-Thon, Washington University   March 2012
    Created the You Choose application for Windows Phone 7 using C# and Microsoft Silverlight
- Currently available for download on Windows Marketplace (5-star rating)