Qualifications and Technical Skills

**Software:** Java, C#, HTML/CSS, XML, Git, Docker

**Experience with:** Android Studio, IntelliJ, Visual Studio and Microsoft XNA, Unity 3D, Xcode, Maya, GitHub, Perforce, Jenkins

**Currently Learning:** JavaScript, Swift, C++

Education and Training

**Rochester Institute of Technology** (*2014 – Present)*

**-Bachelor of Science** in *Game Design and Development* with a **Minor** in*Mobile Development* and an **Immersion** in *Digital Literature*

-Expected Graduation: Fall 2018 - RIT Presidential Scholarship – Dean’s List: Spring 2016

-Member of **Computer Science House** (Student organization focused on technical projects)

**Rutgers University Douglass Science Institute for Women** (*2009 – 2013)*

-Summer camp for women interested in STEM fields

-Engineering and problem solving projects

-Examples: engineering bridges/boats, problem solving puzzles, experimenting with submarine drones

Work Experience

**Intuit –** Software Engineer(*June 2016 – December 2016)*

-Software Engineering Co-Op: Quick Books Online Quality Engineering Team

-Worked on implementing tools to understand the resiliency patterns for Quick Books services which were wrapped in Hystrix

-Integrated a “destructive proxy” that introduced artificial latency into several web dependencies which allowed engineers to expose and resolve performance issues

-Developed a Docker platform with existing CI pipelines to scale builds, deployments and increase developer productivity

**FriendlyU –** Android Developer(*2015 – Present)*

-A startup that connects high school students to college students to help them with their choice of university

-Lead developer focused on maintaining the full functionality, look and feel of the Android application

-Created with Android Studio in Java and XML and interacts with REST

-Partook in company meetings that involved technical and business oriented discussions

**iCanCode School –** Coding Instructor (*2015-Present)*

-Teach coding concepts to children grades 1-8

-Organize schedules and curriculums

-Communicate with parents

-Facilitate and organize local youth hackathons

Recent Projects

**Death by QR** **for iOS** (*2016 – Present)*

-An iOS app coded in Swift using Xcode

-Gameplay is that of Assassin with QR codes and points for scanning and implements an Apple Watch feature

-Worked on front end and server connectivity

**CSH Harold for Android** (*2014 – Present)*

-An Android application that lets the user select which song plays next on our servers

-XML files promote the Computer Science house look and feel

-Utilizes Retrofit to connect to a REST API

**Glitch** (*2014)*

-Twin-stick dungeon crawler called “Glitch” that was made with C# in Visual Studio and MonoGame

-Created AI, collision detection, handling, loading and refreshing of game objects

-Group leader: managed timeline & organization of the project

Accomplishments

**codeRIT**: **Logistics Director** for BrickHack (RIT’s hackathon club): (***2015-Present)***: Avid Hackathon attendee and organizer

**BrickHack 2015:** Winner: Best use of Spotify API **Bitcamp 2016:** Winner: Sparkpost API, Best Domain Name

**Women in Computing**: Participating in their outreach and hackathon committees

**WiCHacks 2016:** Winner: Best Women and Gender Hack and Best UI Design by Hubspot​

**Key Club International**: President (Volunteering and community service organization) at East Brunswick HS

**Stock Market Competition**: Winner in 2013 PNC and SIFMA's 2014 Seasonal Statewide Competition

**RIT Pep Band**: Percussion member **Computer Science House:** Volleyball team member