

EDUCATION

Bradley University - Bachelor of Science in Computer Science Expected Graduation May 2026

- Cum. GPA 3.77 | Dean's List Honoree (2022-2025) | Honors Program

Relevant Coursework: Computer Architecture, Database Management Systems, Knowledge Discovery and Data Management, Machine Learning, Applied Networking, Adv. Data Structures and Algorithms, Software Engineering, Net-Centric Computing, Information System Security, Applied Cryptography, Operating Systems, Reg. Language and Heuristics

Skills

Programming Languages: C, C#, C++, Python (for Data Analysis), Java, SQL, HTML/CSS/TS/JS

Frameworks and Tools: Git, Docker, Jira, React Native, WSL/Ubuntu, Excel, Deno, Miro, GH Projects, Python Libraries (CUMML, SkLearn, Tensorflow, Pandas, Matplotlib, Numpy, Seaborn), Weka

PROJECTS

EloMath Competitive Learning Game Spring 2025-Present

- Leading team of 7 to produce a full-stack mobile application.
- React Native (expo) app, Unity multiplayer scenes (mirror netcode), containerized servers hosted on Edgegap and ticketed Matchmaking.
- Designed the Relational Database, Deno edge-functions, end-to-end multiplayer pipeline, and secure JWT flows.

Semantic Analysis of Pharmaceutical Review Data 2024

Developed an effective predictive model of user rating for pharmaceutical drugs from 215,000 instances of review data. Utilized CUMML for GPU-accelerated processing, TensorFlow for model/data engineering, and Scikit-Learn for traditional machine learning comparisons. Benchmarked multiple models trained on TF-IDF vectorized data to determine the most effective approach for predictive analysis.

Full-Stack SQL Integration Project 2024

Developed a PHP-based API for retrieving and managing structured SQL data using HTTP requests and JSON responses. Built a front-end interface(HTML/CSS) to display interfaces and process updates and requests with HTTP.

Tower Platformer Game 2023

Developed a fully polished 2d platformer written in Unity using C#, featuring custom physics, user interface and menus, AI behavior and animations. Optimized performance for gameplay.

WORK EXPERIENCE

Caterpillar Mossville IL Summer 2025 - Present

Electronic Lab Technician Intern

- Performed software and hardware maintenance on ECM testing setups including modification and repair of test bench harnesses and equipment.
- Wrote PS scripts to automate connection tests; performed maintenance for Jenkins display.

North Pacific Seafood Industries Naknek Alaska Summer 2024

Maintenance Technician and Production Operator

- Managed freezer tanks holding 800,000+ pounds of salmon and coordinated their transfer to production
- Collaborated with a team to operate a significant variety of heavy machinery and factory equipment in addition to maintenance (including wiring), dock work and machinery transport.