

I am a professional software engineer passionate about anything and all software related. My interests align with the creation of bleeding edge technology and advancements to further push the boundaries of engineering as a whole for the benefit of everybody.

Work Experience

Software Engineer II	Pathward	March 2022 – Present
Commercial Finance	Sioux Falls, SD / Remote	
<ul style="list-style-type: none">• Integrate 3 Commercial Finance applications, improving workflow of business by an estimated 20%• Create 3 new banking pipelines utilizing AWS tools, resulting in the transfer of millions of dollars every day• Implement a devops bug tracking system that resolved 60% of recurring bugs• Initiate efforts to add 80% code coverage to legacy codebases• Develop full stack software utilizing Angular Typescript framework supported by AWS backend design		

Teacher's Assistant	University of Toledo	Jan 2020 – May 2020
Teaching Administration	Toledo, OH	
<ul style="list-style-type: none">• Instructed 15 students to learn about object-oriented programming fundamentals in Java• Ensured each individual was ready for future courses through grading and feedback• Assisted in a senior role to transfer research to future project associates		

Software Engineer	Millennium Software Inc. / Ford Motor Company	May 2018 - Aug 2018
Information Technology Department	Dearborn, Michigan	
<ul style="list-style-type: none">• Engineered full stack solutions using Java, SQL, HTML, and CSS to develop a multi-million-dollar website which increased product development efficiency by 3% and file upload speed by 500%• Collaborated with 10 team members and organized weekly deadlines to review and ensure quality production code was made		

Projects

3D Resume Portfolio	2025
<ul style="list-style-type: none">• Created a React Web App live hosted on Firebase to showcase my skills of React and 3D modeling• Uses clean, reusable code and is well documented with version control through Git	

Airline Reservation System	2020
<ul style="list-style-type: none">• Developed with C# and .NET to produce a high-quality app in Visual Studio• Used a depth search graph to connect airports and allow for new airports to be added• Collaborated with 2 others to document, debug, and develop the app over 3 months	

Monopoly Board Game	2017
<ul style="list-style-type: none">• Developed with Java and JavaFX to develop a fully functioning board game• Designed alongside 1 other person with bi-weekly check-ins to produce for Honor's Object-Oriented Programming	

Technical Skills

Languages: C# | C++ | C | Python | HTML | CSS | Javascript | Typescript | SQL | Java | .NET | Linux | Visual Basic
Technologies: AWS | React | Angular | SSMS | Unity | Git | Azure DevOps | GitKraken | Docker | Playwright | Storybook

Education

Bachelors of Science, Computer Science and Eng., University of Toledo, 2017 - 2021 | 3.8 GPA | President's List 7/9 semesters
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