

## OBJECTIVE

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Recent graduate of Endicott College with a BS in Computer Science looking to leverage my experience with computer science and graphic design to work in Software Engineering.

## EDUCATION

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### Endicott College, Beverly, MA

*Bachelor of Science in Computer Science*

*Minor in Graphic Design*

*President of Gaming Gulls*

- Recipient of the "Spirit of Endicott" award in 2020
- A chapter of Tespa, a subdivision of Blizzard Entertainment
- Successfully organized and ran two Super Smash Brothers tournaments with over thirty people.

## EXPERIENCE

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### Beast Code

August 2020 - December 2020

*Software Engineer Intern*

- Worked on a scrum team with 6 other people
- Wrote code in C# and WPF for both backend and frontend tasks
- Responsible for finding bugs, taking note of them, and fixing them with my team.
- Worked with the UI/UX team to design and code User Interfaces

### Prospective Research Inc.

January 2020

*Intern*

- Responsible for programming protocols in Python for the Opentrons OT-2 liquid handling robot
- Built and operated an Ender 3 Pro 3D printer
- Created mockups for a database search in Illustrator and created interactive designs in Dreamweaver

### Mecho Coders LLC, Methuen, MA

June 2018 - August 2018

*User Interface Designer/Front End Programmer*

- Responsible for a complete redesign of the mobile application for iOS and Android
- Created layouts for each functional area of the app with specific focus on colors, font, and ease of use
- Presented layouts to review team for input and approval
- Created mockups of each interface in Adobe XD
- Created framework templates with HTML and CSS in Ionic
- Changes were promoted to production app on project completion

## SKILLS

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- Creative design, visual design, and use of typography
- Ability to create wireframes and mockups of potential User Interfaces
- Communicating verbally and in writing
- Working with clients and colleagues to complete projects on spec and on deadline
- **Coding Languages:** HTML, CSS, SASS, C++, C#, Java, JavaScript, TypeScript, Lua, Python, Dart, Flutter, REACT, Angular, Bootstrap
- **Software:** Unity, Adobe Photoshop, Illustrator, Premiere, InDesign, XD, Solidworks, Unity, IntelliJ, netbeans, Github, Postman, Punch Ultimate Deck & Landscape, OBS, VS Code, VS, Blender, Figma
- **Operating Systems:** macOS, Windows, Linux

### Coding Experience

- Mainly Front End/Full Stack, working on the whole project, from Design to Implementation
- Using search algorithms to solve mazes and parse csv files in Python and Java
- Building clientside and serverside apps to create a file sharing service

### Interests

- Gaming, Crossfit, Art, Graphic Design, Music, Gunpla, and much more