EDUCATION Western Washington University, Bellingham, WA

Major: B.S. Computer Science, June 2017

Minor: Mathematics

EXPERIENCE

Blockchain Developer - Dragonchain Inc.

Bellevue WA | September 2017 - present

- Developed platforms for running Initial Coin Offerings
- Built out backend for performing Know Your Customer (KYC) process

Cloud Engineering Intern - The Walt Disney Company

Seattle, WA | June 2017 - September 2017

- Utilized terraform software which provides AWS integration for spinning up full network environments and ec2 instances.
- Built web platform for internal Disney departments to create ephemeral environments for testing corporate applications.

Blockchain Development Engineer Intern – The Walt Disney Company Seattle, WA | September 2016 - April 2017

- Assisted in the development of the Dragonchain Blockchain.
- Programmed extensively in Python and Apache Thrift.

PACS IT Analyst - Kalispell Regional Healthcare System

Kalispell, MT | June 2016 - September 2016

- Maintained the Picture Archiving and Communication System (PACS).
- Developed MightMouse software.
- Wrote Visual Basic Scripts to automatically diagnose computer issues in the 300+ PC network.
- Assessed hardware issues and debugged industry grade software.

Startup Web Developer – Eloi Supply Co. Kalispell, MT | July 2013 - April 2015

- Utilized CSS3, HTML and Javascript.
- Front and back end web development.
- Maintained website, pushed updates when requested.

PROJECTS

MightyMouse Mouse Remapping Software

- PACs system mouse button remapping software built for radiologists.
- Remapped mouse buttons for different studies.
- Sped up workflow by getting rid of Logitech gaming software profile switching.

PyCat

- Python implementation of the popular netcat.
- Includes chat server to handle multiple clients utilizing multi-threading.

ACTIVITIES and AWARDS

- Nominee for the Walt Disney Company Best of Technology award
- Association for Computing Machinery national member
- WWU Hackathon 2014
- Invent Coworking Startup Challenge