

Objective

Dedicated and insightful software engineer with keen interest in development of technology to increase accessibility. Brings background of indie game programming, patient-side medical experience, and an excitement to learn new skills and improve.

Education

2015 – 2016	George Mason University, Fairfax, VA – Applied Computer Science
2013 – 2014	Northern Virginia Community College, Loudoun, VA – Computer Science
2009 – 2010	Virginia Commonwealth University, Richmond, VA – Psychology

Skills

- Languages: Python, C++, C#, Java, JavaScript, C, HTML/CSS, Lua
- Software: Pycharm, Github, Monodevelop, PostgreSQL, PgAdmin, Celery, Git, Eclipse, Unity, Visual Studio 2010, Vim, VirtualBox, Notepad++
- Frameworks: Django, Bootstrap
- OS: Windows, Linux
- Soft skills: Communication, problem solving, attention to detail, medical terminology, time management
- Graphics: Clip Studio Paint, Procreate, Adobe suite

Work Experience

Career break: Disability Management, Remote – May 2016 - January 2024

- Continuous collaborative work with medical professionals and insurance companies to achieve optimal patient care.
- Independent research to facilitate patient advocacy in treatment and insurance coverage.
- Schedule maintenance for multiple people to accomplish appointments and meetings effectively.
- Explored alternative solutions to work-tasks in rapidly changing situations with limited resources.
- Pushed limits in Physical and Occupational Therapy, resulting in improvements of more than 200% predicted outcomes.

MARi, Alexandria, VA – December 2015 - April 2016

Data Entry: MARi

- Compiled and transcribed educational data from disparate systems to facilitate merging of databases.
- Reviewed accumulated data for accuracy and avoidance of errors.
- Created new scripts in Python to efficiently analyze and combine large collections of data, leading to increased performance by 25%.

Carney Labs (Now MARi), Alexandria, VA – May - August 2015

Software Engineer Intern: MARi

- Lead software engineer of an intern team doing analytics development for an application designed to advance user's educational and career objectives.
- Provided technical support to team members, assisting with problem solving related to debugging and algorithm development.
- Created threaded tasks using Celery to mine and analyze data from a wide variety of web sources using Python with BeautifulSoup for use by a web application.
- Created a REST API using Django to facilitate data transfer between two projects to eliminate duplication of databases.
- Designed and used models to effectively store gathered information in PostgreSQL.
- Created intuitive, well designed code with thorough documentation, and optimized existing code.

Personal Projects

"ProspectControl" 2018

Programmer (Solo project)

- Written in Notepad++ with Lua for a World of Warcraft addon, over the course of a month.
- Developed a small addon to streamline market control of the economy in-game by allowing users to manipulate material usage more quickly and efficiently.

“Lurk” 2015 - 2016

Team Lead, Character Programming (100 person project with GADIG, led 5 person team, Junior)

- Written in Monodevelop with C# for Unity, over the course of three months.
- Worked on handling character control and environment interaction on a 2-player 2D-platformer puzzle game.

“Ascent” 2015

Programmer, Character Programming (40 person project with GADIG, Sophomore)

- Written in Monodevelop with C# for Unity, over the course of five months.
- Worked primarily on handling character control and environment interaction on a 2D-platformer side-scroller game.

“NPCQuest” 2014

Programmer/Co-Designer (3 person project, Freshman)

- Written in Monodevelop with Javascript for Unity, over the course of seven months.
- Developed level of a 3D RPG where you control one of two characters at a time and progress through a puzzle to climb a mountain.

Other Work Experience

- **Northern Virginia Community College**, Loudoun, VA, Math and Computer Science Tutor – June - December 2014
- **Barnes & Noble**, Reston, VA, Bookseller – October 2011 - April 2012
- **The Kroger Co.**, Richmond, VA, Supermarket Cashier – April - August 2011

Achievements/Extracurricular Activities and Organizations:

2017 – 2019: Recruitment Officer and Tank Lead of <Haven>, a competitive gaming guild

2015 – 2016: Member of the following organizations -- International Game Developers Association (IGDA), GMU Game Analysis and Design Interest Group (GADIG)(Webmaster), National Society of Collegiate Scholars

Volunteer Experience

2015 Cool Code Camp – Instructor for Python, Javascript, and HTML/CSS for the 10-17 age group at a week-long camp

2015 Jamtech 11-12 – Helped teach Unity and MonoDevelop as well as basic C# to the 11-18 age group

Interests

Digital art, education, indoor gardening, and video games