Software Developer

## Education

Master of Science in Computer Science
Portland State University, Portland OR
August 2020, Magna Cum Laude, 3.81 GPA

## Bachelor of Arts in History

Sonoma State University, Rohnert Park CA
December 2014, Cum Laude, 3.67 GPA

## Experience

Computer Science Tutor
Maseeh College of Engineering \& Computer Science, Portland State University, Portland OR
September 2018 - August 2020

- Provided guidance to students seeking assistance with assignments and concepts in computer science
- Exercised knowledge in broad array of topics and subject matter, including but not limited to: C/C++/Java/Python syntax and conventions, OOP, basic data structure and algorithm implementations, and design ideation and specification

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## Skills

- Agile / Scrum
- Git / Git Flows
- Debugging (GDB, JDB)
- Asymptomatic Analysis
- Object Oriented Programming
- Unit Testing
- Test Driven Development
- Vim / IntelliJ IDEA / VS Code


## Languages

- Python
- C / C++ / C\#
- Java
- HTML / CSS / JavaScript
- Node / React
- Haskell


## Projects

## Chat Application

A chat application done entirely in Java, using Sockets and Swing with the server/client model. It has a fully functioning GUI and makes use of asynchronous threads to handle incoming connections to the server.

## Convex Hull

An implementation of Convex Hull algorithms using Java for the purposes of comparing algorithm complexity and run-time performance. Also includes a small Python program to plot the results of solutions.

## NBA Fantasy Basketball Draft Optimizer

An in-progress application for optimizing your NBA fantasy basketball draft. It generates z scores for each player's stat category based on their impact to your existing squad to determine who has the largest impact in any given category, allowing you to specialize your fantasy squad.

