

**Online Portfolio:** [www.shopkins.net](http://www.shopkins.net)

## EDUCATION

### University of Southern California

B.S. Computer Science

*Aug 2008 – May 2012*

*magna cum laude*, Major GPA – 3.90, Undergrad. GPA – 3.75

M.S. Computer Science

*Aug 2012 – May 2014*

Major GPA – 3.93

### Relevant Coursework:

Operating Systems, Computer Graphics, Database Systems, Multimedia Systems Design, High Performance Computing and Simulations, Foundations of AI

## EXPERIENCE & PROJECTS

### Curtiss-Wright Defense Solutions

○ Software Development Engineer

*Feb 2016 - Present*

- Currently developing an object oriented, modular, multi-threaded test automation GUI application using Python and C.
- Providing software support and creating test tools for embedded systems.
- Hardware-Software integration and testing of various interfaces such as Serial RS232, Ethernet, SATA, PCIe, GPIOs, DACs and ADCs.

○ Software Development Intern

*May 2015 – Feb 2016*

- Wrote C and Python tests for I/O and hardware components of embedded Linux and VxWorks systems.
- Created an API / OpenGL video demo for an embedded Camera Link capture device.

### Dota 2 Steam Workshop Mod

*Fall 2014 – Present*

- Creator of a Lua mod called Last Hit Exercises with over 75,000 subscribers for practicing Dota 2 game mechanics.

### Lab Assistant for 3D Design and Prototyping Class

*Summer 2013*

- Assisted high school students taking a 3D modeling and printing class at USC.

### Department of Energy SW Internship

*Summer 2012 – Jan 2013*

- Developed the hexagonal tile system for an energy-themed, mobile, puzzle game with Unity3D and served as art liaison, managing / importing assets from the art team.

### Nebular Flux (3D Facebook Game)

*Fall 2011*

- Created a 3D space piloting game for Facebook using Flash and Ruby on Rails.

### JParticle2D (Open Source)

*Fall 2010*

- Developed a particle engine for Java Graphics2D featuring fields, phasing, and custom emitters.

## SKILLS & QUALIFICATIONS

- Linux – Fedora, Ubuntu
- Version Control – Git, SVN

### Programming Languages

- Proficient – Python, C/C++, Java
- Familiar – JavaScript, C#, Shaders, AS3
- Some Experience – Ruby, SQL, Lua

### Software / Technologies

- HTML5 (Canvas, WebGL, CSS), PyQt, Java Swing, Unit Testing, Regular Expressions, XML Schema, Maya, Flash, SSH