

## 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

## PROJECTS & EXPERIENCE

### Curtiss-Wright Defense Solutions

○ Software Development Engineer, Associate

*Feb 2016 - Present*

▪ Currently designing an object oriented, flexible, multi-threaded test automation application that works across different embedded systems using Python.

○ Software Development Intern

*May 2015 – Feb 2016*

▪ Wrote C / Python tests for I/O and hardware components of embedded Linux and VxWorks systems.

▪ Created an API / OpenGL video demo for a Camera Link capture device.

### Dota 2 Steam Workshop Mod

*Fall 2014 – Present*

• Creation and maintaining of a Lua mod 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 AS3 and Ruby on Rails.

### JParticle2D (Open Source)

*Fall 2010*

• Developed an open source particle engine for Java Graphics2D featuring vector fields, color phasing, and custom particle emitters.

## SKILLS & QUALIFICATIONS

• Linux – SSH and Ubuntu used for Ruby on Rails Development

• Version Control – Git, SVN

### Programming Languages

• Proficient – Python, C/C++, Java

• Familiar – JavaScript, C#, Shaders, AS3

• Some Experience – Ruby, SQL, Lua

### Software / Technologies

• Maya, Unreal Engine, HTML5 (Canvas, WebGL, CSS), Java Swing, Python / Java Unit Testing, regex, XML Schema

## EXTRACURRICULAR ACTIVITIES

### ACM Programming Contests

*Fall 2010, 2011*

• Competed on the USC Gold team in the SoCal Regional Programming Contests.

### USC eSports Club (Electronic Sports)

*Spring 2010 – May 2014*

• Captained the USC Dota 2 team in the 2014 Collegiate Star League.