

PROFESSIONAL EXPERIENCE

Chief Technology Officer, Poly Labs Inc

San Luis Obispo, CA (September 2014 - March 2015)

Co-founder and CTO of Poly Labs Inc. In charge of all software tasks including managing backend IT systems, designing and deploying websites and developing Android and iOS apps.

Software Engineer Intern, Hathway

San Luis Obispo, CA (June 2014 - September 2014)

Prototyped and developed software for a home automation assistant using Google Glass. Designed an iOS app and landing page for Dingbot, an IoT keychain button that helps make daily tasks more simple.

Software Engineer Part-time, Tapestry Solutions

San Luis Obispo, CA (February 2013 - February 2014)

Worked on a team of students and full time employees to maintain Tapestry's Terminal Management software. Fixed existing bugs and implemented new features such as a new user interface and server diagnostic dialogs.

TECHNICAL PROJECTS

Penguin Puzzler Android App

Created a penguin puzzle game for Android with 2 other developers and a graphic designer. Implemented sprite animation, interface design, and data persistence.

Dibs Retail Web App + Android/NFC Integration

Developed a live checkout and diagnostic system to track employee sales and prevent commission fraud. Ruby on Rails backend auto refreshed and displayed items of clothing scanned with the Android NFC app.

Space Android App

Developed a 2D Android game with efficient collision detection, tilt to move, and infinite scrolling gameplay. Also implemented a variable frame rate game loop to increase compatibility on older devices.

EDUCATION

B.S. Computer Science

California Polytechnic State University
San Luis Obispo, CA

TECHNICAL SKILLS

Programming Languages: Java, C, Objective-C, Swift, HTML5, CSS3, SQL*Plus, Actionscript, Ruby

Development Tools: Eclipse, Xcode, IntelliJ, SVN, GIT, Blender 3D, Pencil

Operating Systems: Unix, Mac OS X, Windows, Android, iOS

Experience With: Parse, Google Glass, Cocoa Pods, Test Flight, OpenGL, Oracle Database, REST, Bootstrap

ACHIEVEMENTS

Cal Poly Elevator Pitch Competition

Poly Labs placed 3rd out of 800 in the Fall 2014 Cal Poly elevator pitch competition

Cal Poly Startup Weekend

Poly Labs team were finalists in the Winter 2015 startup weekend at Cal Poly

Cal Poly Android App Contest

Placed 1st in the Fall 2013 Android development contest with Penguin Puzzler

Tapestry Solution Bug Competition

Team placed 1st in the Tapestry Solution company wide bug completion competition

RELEVANT COURSEWORK

- Introduction to Computer Security
- Design & Analysis of Algorithms
- Introduction to Database System
- iOS/Android Development
- Introduction to Computer Graphics
- User Centered Interface Design

Projects are described in more detail and a comprehensive list of coursework is available on my website.