EDUCATION MICHIGAN STATE UNIVERSITY

Bachelor of Science: Computer Science, Minor in Business GPA: 3.81/4.00

Relevant Courses: Algorithms and Data Structures, Algorithm Engineering, Database Systems, Biometrics and Pattern Recognition

SKILLS & TOOLS

Languages: Python, C++, C, C#, JavaScript, MATLAB, x86, SQL, HTML, CSS, XML, UML

Tools: MATLAB Simulink, Jupyter, Visual Studio, CMake, GCC, PyCharm, CLion, VS Code, WordPress, Git, Visual Paradigm, Trello, ClickUp, Siemens Polarion

Skills: SDLC, Distributed Systems, Embedded Systems, Web Design, CAN, CAN-FD, Team Management, Problem Solving, Communication, Adaptability, Organization, Conflict Resolution

WORK EXPERIENCE

Flex-N-Gate

Embedded Software Engineer Intern

- Built the foundation for the integration of MATLAB Simulink into the workflow for each project assigned to the Lighting • Electronics division
- Assigned lead role for the creation of Simulink models for various different projects for a multitude of different customers •
- Wrote various functions in C and C++ to be used in and alongside Simulink models
- Worked alongside team members to track and make updates to requirements and specifications as elicited by the customer
- Assisted with integration and verification testing on a multitude of different projects assigned to the embedded software engineering team

Impact 89FM

Digital Media Director

- Managed Impact 89FM's Digital Department including the website, mobile app, social media, graphics, photography, videography, and podcasts
- Played a significant role in Impact 89FM's efforts to build and improve upon cross-team collaboration throughout the radio . station
- Directed the integration of a new workflow management system, ClickUp, throughout all of Impact 89FM's creative and operational processes

Michigan State University

Undergraduate Learning Assistant

- Collaborated with other members of the instructional team to further the students' knowledge of the C++ programming language and computational logic
- Found optimal solutions for the various projects assigned to students in order to provide detailed feedback and assistance •

PROJECTS

Auto-Owners Insurance - Policyholder's Interactive Guide: C++, C#, Unity, Microsoft HoloLens, Microsoft SDK

Built an interactive guide for Auto-Owners Insurance policyholders utilizing the Microsoft HoloLens to interface with virtual vehicle models in order to learn associated insurance information

Angry Sparty - An Angry Birds Clone: C++, CMake, GCC, Box2D, Git

Created a clone of the popular mobile app Angry Birds consisting of four different levels and three unique birds with varying appearances and abilities

Personal Website: HTML5, CSS, JavaScript, Git

Developed personal website with the goal of effectively displaying information about myself, my skills, and my past • experiences

INVOLVEMENT

Michigan Youth Leadership

Conference Co-Chair

Led Michigan Youth Leadership planning team in the year-long process of coordinating two leadership conferences Michigan State University - CSE 435: Software Development September 2023 – December 2023

Project Manager

Managed a team of four other developers in the requirements elicitation and prototype development of a lane management system

East Lansing, MI September 2020 - May 2024

East Lansing, MI

Allen Park. MI

May 2022 - Present

May 2023 – Present

East Lansing, MI

December 2021 – August 2022

September 2023 – Present