

SKILLS

- Proficient in: Java, C, C++, AngularJS, REST APIs, Objective-C, Swift, Object-Oriented Programming
- Familiar with: Spring Boot, iOS SDK, Docker, JavaScript, Go, NodeJS, SQL, OAuth 2, OpenGL/JOGL, 2D and 3D game development
- Development Tools: Git, Eclipse, IntelliJ, Xcode, Vi, Jenkins
- Communication – Excellent written and verbal communication skills
- Teamwork – Ability to communicate effectively and work efficiently in a team setting
- Writing – Ability to produce concise, organized documentation

RELEVANT EXPERIENCE

Independent Software Development – November 2012 to Current

- Developed and published an app with over 40,000 lifetime downloads on the iOS App Store
- Developed and published a 2D game to the iOS App Store

Team Project for Software Engineering Course – January 2015 to May 2015

- Worked efficiently as a team to deliver a project that was among the top 3 in the class

Senior Project – September 2016 to May 2017

- Developed a system for Sacramento State University's Safe Rides program to allow students and faculty to request rides from a mobile friendly web app
- Delivered a feature complete and production ready system for the university to implement

EDUCATION

California State University, Sacramento – Sacramento, CA

Bachelor of Science in Computer Science – May 2017

GPA: **3.64** – Cum Laude Honors

American River College – Sacramento, CA

Associate of Science in Computer Science – May 2015

GPA: **3.60**

EMPLOYMENT

VSP Global – Rancho Cordova, CA; Software Engineer – April 2016 to Current

- Automated the manual process of OAuth client id creation and maintenance with a user-friendly UI which greatly reduced the workload on the team
- Developed and maintained multiple internal apps that automated tedious, manual tasks and significantly enhanced the software development experience for VSP software engineers
- Successfully installed and upgraded an API Gateway using custom automated scripts
- Worked with development teams across various lines of business providing support with usage of VSP software libraries
- Provided guidance to development teams on OAuth 2 best practices
- Provided support for critical production software releases with zero downtime
- Maintained a critical tool used by teams for monitoring and diagnosing issues with VMs