



EMPLOYMENT

Ammo Can Man LLC.

Richmond/CA

Information Technology Manager

May 2015 to Present

- Used Javascript (Google App Script) and Google spreadsheets to manage and update pricing for the website.
- Customized the website using HTML, Javascript & CSS to add customer feedback and social media feeds.

Lawrence Berkeley National Lab

Berkeley/CA

Programming Internship

November 2012 to May 2013

- Designed and programmed 2 internal web apps using Javascript and Google spreadsheets.
- Converted funding requests forms and formatted them into a Google spreadsheet this generated readable reports.
- The other was a campus wide alert system which would send a text or email about any emergency which is still used.

SEGA

San Francisco, CA

Quality Assurance Tester

November 2011 to February 2012

- Tested Captain America: Super Soldier on Nintendo 3DS software to find bugs and errors.
- Filled out comprehensive bug reports with detailed instructions for recreation.

PROJECTS

What's Open | Java/JSON/MySQL

- Single-handedly constructed an Android Application for a client pitching to Y Combinator for investment.
- Developed application to find the closest bars and restaurants and give the user relevant information about it; features include search functionality which use JSON displaying Google's places api, make phone calls, get directions and call a lyft
- Created roadmap using trello. Utilized Google Firebase for authentication, debugging, dynamic links and storage.

Space Trail: 2054 | C#/ Unity/Android

- Designed, Created and Demoed game during CSU Game Jam in 48 hours.
- Organized team that created a Top down shooter and strategy game.
- Programmed all features including: Shooting, stats, enemies, power ups and all other components.

Mathius: Defender of Earth | C#/Unity/Intel RealSense API

- PC Application developed at Intel code for good Hackathon 2015: Allows the user to shoot the answers to a simple math problem using the 0-9 keys.
- Organized team, programmed power up abilities and a dynamic level generator with C# in Unity.

Education

California State University, East Bay

Hayward/CA

B.S. in Computer Science
2019

August 2017 - May

Contra Costa Community College

Richmond/CA

A.S. Computer Science

May 2016

SKILLS

PROFICIENT: C#, Java, Unity, Android Studio, Photoshop, Github, Team Manager, Powerpoint, Public Speaking

Personal/Hobbies: Camping, Soccer, Gardening, Game Development, Hackathons, Video Games

LEADERSHIP

- Led intel professionals who taught a group of 100+ students arduino basics at SHPE 2014 Conference. Detroit/MI
- Taught a group of 50+ college students the basics of HTML CSS and Javascript making games. 2014 Portland/OR
- Spoken to groups of 100+ about Hemophilia and the importance of clean medicine.
- Participated in dozens of hackathons including at: Stanford, Princeton and Berkeley.