

EDUCATION

- **Chapman University, Fowler School of Engineering** Orange, CA
B.S. Computer Science; Game Development Programming Minor; GPA: 3.96 *Aug. 2022 – Present*

EXPERIENCE

- **Software Engineer Intern** Orange, CA
C.U. Residence Life and First Year Experience *Jan 2025 - May 2025*
 - **Python:** Leveraged OOP principles to develop a scalable GUI application to automate otherwise time-consuming managerial duties.
 - **Selenium:** Interfaced with Selenium to automate the access and completion of web-based tasks, saving end users' time.
 - **Dear PyGui:** Utilized Dear PyGui to create an elegant, performant, and user-friendly application.
- **Resident Advisor** Orange, CA
C.U. Residence Life and First Year Experience *Mar 2023 - May 2025*
 - **Management:** Responsible for the well-being of 50 Residents under direct supervision and 400+ total each year.
 - **Involvement:** Organized, planned, and executed monthly programs/events to build a healthy community.
 - **Guidance:** Mentored underclassmen both academically and as individuals for success.
- **Student Grader** Orange, CA
C.U. Schmid College of Science and Technology *Jan 2025 - May 2025*
 - **Linear Algebra and Differential Equations:** Prepared keys for all homework sets; graded homework, quizzes, exams and assignments following the instructor's guidelines.
- **Deputy Sheriff Intern** Seattle, WA
King County Sheriff's Office *May 2024 - Aug 2024*
 - **Law Enforcement:** Rode-along with, shadowed, and performed patrol duties with a commissioned King County Sheriff's Office Deputy on assigned DUI emphasis patrol in the City of Burien, King County, Washington.
 - **Evidence Management:** Wrote reports and collected/documented/processed evidence for use in criminal trials.
- **Student Tutor** Orange, CA
C.U. Tutoring and Learning Center *Aug 2023 - May 2024*
 - **1:1 Instructor:** Provided tutoring in the following subjects: computer science I/II, data structures, introductory mathematics, calculus I/II/III, general chemistry I, macroeconomics.

PROJECTS

- **Csteroids:** An Asteroids inspired roguelite written entirely from scratch in C with the help of SDL3, a low-level graphics API. Click the link to play!
- **C2:** An application to automate and network form submissions as part of my SWE internship. Click the link for more info.
- **Banish the Light:** A 2D, dungeon-crawling Roguelike in active development as part of the Game Development capstone at Chapman University. Click the link to view our trailer.
- **MagLevs:** A fabrication project to prototype the creation of magnetic-levitation freeways in California, undertaken as part of the Grand Challenges Initiative at Chapman University.

PROGRAMMING SKILLS

- **Languages:** Python, C, C++, C#, Java, Rust **Tools:** Git, Docker, Unity, PlasticSCM, Selenium, SDL3