

Summary

A passionate software developer, most experienced in object-oriented programming. Quickly learns through hands on experience and applies new knowledge for future use. A strong foundation in math and programming and strives to employ the skillset for the job. Enjoys learning about new concepts, technology, and software engineering in general.

Skills

Programming Languages:	C#, C, Java, Python, Assembly
Web Development:	HTML, CSS, JavaScript, jQuery
Software and Platforms:	Android Studio, Unity3d, Linux, Windows, MacOS, Adobe Creative Suite
Object Oriented Design:	UML Diagrams, OOP Design Patterns
Languages:	English(fluent), Japanese(fluent)

Education

Bachelor of Science, Computer Engineering <i>Illinois Institute of Technology – Chicago, Illinois</i> GPA: 3.86/4.0 • Major GPA: 4.0/4.0	2014 – 2018
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Projects

Web Developer, <u>Power Over Ethernet</u> <i>Illinois Institute of Technology – Chicago, Illinois</i> <ul style="list-style-type: none">◆ Researched how to integrate power over ethernet into a network◆ Worked on a team to develop a website for the user to control lights through a virtual switch◆ Managed communications between team members and other teams	Spring 2018
Software Engineer, <u>Virtual IIT with Beacon Technology</u> <i>Illinois Institute of Technology – Chicago, Illinois</i> <ul style="list-style-type: none">◆ Participated in discussions on how to integrate beacon technology to a campus setting◆ Researched how Bluetooth Low Energy (BLE) works and the protocols used during communication◆ Developed bIIT, an android application, to detect nearby BLE beacons, to notify the user with relevant notifications dependent on the beacon, and to display nearby beacons on a campus map based on the filter set by the user◆ Integrated 3rd party APIs to add additional features such as displaying a versatile campus map◆ Designed the necessary icons, and the user interface layout of the application	Spring 2017
Game Developer, <u>Shape Shifter</u> <i>Personal Summer Project</i> <ul style="list-style-type: none">◆ Single handedly developed Shape Shifter, a mobile android game, and published on Google Play◆ Integrated Google Play services to display user data such as local and global high scores◆ Wrote a custom, mobile friendly shader to simplify lighting; written in C for Graphics (Cg)	Summer 2016

Additional Information

Relevant Courses

Data Structures and Algorithms • Introduction to Algorithms • Parallel/Distributed Computing • Introduction to Computer Networks • Systems Programming • Operating Systems • Discrete Structures • Object Oriented Programming • Computer Organization and Design • Digital Systems

Awards

Dean's List – Fall 2014, Fall 2015, Spring 2016, Fall 2016, Spring 2017, Fall 2017, Spring 2018