

SKILLS

PHP | Hacklang | Ent Framework
GraphQL | ReactJS | React-Relay
JavaScript | Rust | C++ | C# | Scala
Python | Ruby | Scheme | Racket
CSS | Figma | Hugo | WordPress
Git | PowerShell | Bash | Batch | SQL

Robotics | ROS | State Machines
Unit Testing | Integration Testing
Microsoft SCCM | Ivanti LANDesk
Agile | Scrum | Kanban | Trello | Jira
Unreal Engine | Godot | Unity | Blender
Photoshop | Illustrator | Reaper

EDUCATION

BS in Computer Science – Indiana University Bloomington **December 2017**

- Specialization in Artificial Intelligence and Functional Programming.
- Implemented a Shannon Entropy ranked search engine with Ruby CGI.
- Wrote an [optimizing compiler](#) for Racket->x86 Assembly as my keystone project.

EXPERIENCE

Senior Software Engineer @ Meta – Affirma **March 2022 – Present**

- Full stack development at Meta, using PHP, GraphQL, and ReactJS to create, update, and support internal marketing tools.
- Wrote technical specifications and led iterative design efforts for new tools and features used by business and advertising specialists.
- Contributed to testing and privacy improvements across four separate Meta projects.
- Provided support for time-sensitive issues while on-call.

Software Engineer – Cerner Multum **December 2020 – March 2022**

- Developed applications with C# and SQL to support a drug database used in hospitals around the world.
- Created a new pharmaceutical reference tool using WPF and MVVM design.

Desktop Administrator – National Jewish Health **December 2019 – December 2020**

- Solely responsible for all Windows image creation, scripting, packaging, and patching using Ivanti LANDesk and PowerShell on 2000+ medical workstations.

Systems Engineer – Indiana University **April 2014 – October 2019**

- Utilized Microsoft SCCM and PowerShell to automate software installation on 6000+ workstations across five IU campuses each year.

PROJECTS

- **Video Vortex**, a physical deckbuilding card game for 2-4 players.
 - Directed project management and graphic design in preparation for Gen Con 2018, where we sold the game (then called *Vectra City*) to *Mondo Games*.
- **Story Trigger**, a first-person interactive fiction game.
 - Wrote a complete branching story with the Blueprints system in Unreal Engine 4 and won first place in *Shacknews Jam: The Third* on itch.io.
- Creator and maintainer of open-source Rust projects:
 - **intfic**: a micro-engine to create narrative games with minimal code.
 - **simpleterm**: a bespoke fake terminal with complex, scriptable interactions.