

PROFESSIONAL EXPERIENCE

1for1

Full-Stack Engineer

Santa Clara, CA

January 2016-March 2016

Led the design and development of a resume scanning web app, including data storage, APIs, and user experience.

UC Berkeley

Full-Time Visiting Scholar, Software Development

Berkeley, CA

June 2015-August 2015

Developed an electric grid simulation game for use in the classroom.

- Built custom UI elements using Unity and C#
- Added interactivity to a graph of load capacitance against time, allowing the view to be redrawn instantaneously when the user decreases electrical demand.

Magic by Plus Labs, Inc.

Software Developing Consultant

Mountain View, CA

May 2015

- Built a scraper to index publicly-available information from the internet and generate a database of products and services from almost every city in the US, using Python.

Bancroft Middle School

Full-Time Teacher, 8th Grade Physical Science

San Leandro, CA

August 2014-June 2015

- Developed curriculum and led instruction of 150 8th grade students in Chemistry and Physics.
- Lead the Computer Programming and Gaming Club, which included teaching HTML, CSS, and JS.

University of Iowa

Technical Assistant, Department of Education

Iowa City, IA

June 2010- May 2013

- Instructed over 60 faculty and future teachers on web development in the classroom.
- Developed over 30 pages of accessible, online documents describing the use of various technologies.

AWARDS & RECOGNITIONS

DeveloperWeek Hackathon (2016) - Grand Prize (CapitalOne API)

Developed CapitalWon.com, a competitive financial planner that challenges your money skills.

TechCrunch Disrupt Hackathon (2015) - 2nd Place (Zolando API)

Created FashionSense.club, a fashion tester that uses a RESTful API to display clothing types and seasons.

Hackathon of Outlandish Things (2015) - 1st Place (Best Application)

Led development of Share-or-Dare, a bracket-based, user-authenticated truth-or-dare game for iPhone.

PROJECTS

Sniff (2015) Collaborated with members of the University of Illinois CS department to create an online learning system for students to practice code-sniffing utilizing full MEAN-stack.

EDUCATION

Coding House

Web Application Development (MEAN Stack)

Fremont, CA

Nov 2015

University of Iowa

Masters of the Arts in Teaching, Secondary Science Emphasis

Iowa City, IA

May 2013

Northern Illinois University

B.A. summa cum laude, Vocal Music and Physics (Acoustics)

DeKalb, IL

May 2005

SKILLS

Languages - JS, Python, Ruby, C++, C#, HTML, CSS

Framework & Tools - jQuery, Node.js, MongoDB, MySQL, Angular.js, React.js, Flux, Passport, Git, Foundation, Cordova, Ionic

Digital Media Software - Illustrator, Photoshop, Premiere, Audacity