

OBJECTIVE

Pursing an application development position in a growing company with excellent engineers and a casual workplace, a position that will allow me to expand my technical abilities while developing new technologies.

RELEVANT EXPERIENCE

Nautilus Entertainment Design San Diego, CA
Lighting Design Intern – AutoCAD Draftsperson May 2018 - Aug. 2018

- Maintained and updated AutoCAD files and drafting packages
- Transitioned VBA plugins to VB.NET and expanded plugin functionality

Movatic Ann Arbor, MI
Software Engineer – New System Development July 2017 - Aug. 2017

- Developed a website based off existing platform to pivot company products
- Worked with Python, JavaScript, and React to implement new website design
- Rebuilt login pages to properly secure user passwords and data

Wolverine Trading Technologies Chicago, IL
Software Engineer – Connectivity and Clearing Team Sept. 2013 - Oct. 2016

- Maintained and improved client and exchange facing, enterprise software in C++, Java, Python, and SQL
- Developed and designed monitoring systems to verify the accuracy of FIX messages sent to the financial exchanges
- Lead the design and development of systems to simplify global configurations of client settings to improve onboarding time and message accuracy
- Simplified application configurations reducing 600 configuration files by 60%

Wolverine Trading Chicago, IL
Software Engineering Intern – Worms Rapid Application Development May 2012 - Aug. 2012

- Developed a testing platform that mimicked real world exchanges, allowing developers to test with current market values and execute against live orders
- Utilized custom APIs and threading to improve the speed of the testing environment by 90%

Visteon Van Buren, MI
HMI Graphics Intern – Subsystems Rendering May 2011 - Aug. 2011

- Designed graphical user interfaces for automotive cluster units
- Tested and evaluated UI engines to discern which tools worked best for Visteon's design process
- Worked collaboratively with international teams in France and India to develop demonstrations of our hardware and software capabilities

OTHER EXPERIENCE

Freelance Lighting Designer Pittsburgh, PA
Lighting Designer and Programmer Aug. 2017 - Present

Carnegie Mellon University – School of Drama Pittsburgh, PA
Lighting Instructor for Precollege June 2019 - Aug. 2019

Frio to Fuego Motorcycle Adventure North & South America
Team Member – Photographer Oct. 2016 - July 2017

University Productions – Electric Shop Ann Arbor, MI
Electrician and Stagehand Sept. 2009 - Apr. 2013

EDUCATION

University of Michigan – College of Engineering Ann Arbor, MI
BSE Computer Science Apr. 2013

Carnegie Mellon University – School of Drama Pittsburgh, PA
MFA Lighting Design May 2020

Relevant Coursework: Arduino, Networking Operating Systems, Data Structures and Algorithms, Programming in C++ and MATLAB, Logic Design, Smartphone Programming, Introduction to Computer Security, Computer Security, Technology Entrepreneurship

Engineering Projects

- Designed and developed a video game with the goal of educating elementary school students
- Developed an Android application that monitors backed-up files using the Dropbox API
- Developed an Android application that allows users to use their phone's capabilities remotely, including texting, audio, camera, and microphone features
- Developed a website using Drupal that allowed multiple users to manage and edit multiple stage management documents simultaneously

SKILLS

Environments Linux, Windows, MacOS X, iOS, Android
Applications Visual Studio, Jira, GIT, SVN, Eclipse, Multiple UI Engines
Languages C++, Python (skilled), C#, SQL, Java (intermediate), JavaScript, HTML, CSS, XML (basic)