

Skills

Physical Computing:

- Arduino
- Particle
- Digital Fabrication

Web Development:

- HTML/CSS
- JavaScript
- Bootstrap
- Firebase
- WordPress
- PhoneGap/Cordova

Game Development:

- Unity
- C#
- Google Cardboard
- Processing
- p5.js/p5.play

Multimedia Design:

- Photoshop/Illustrator
- Premiere/After Effects
- Audition

Honors

TCNJ Dean's List
(2013 - 2017)

**Technological Studies
Alumni Scholarship**
(2015)

Armstrong Scholar Award
(2014 - 2015)

Armstrong Scholarship
(2013)

Education

B.A in Interactive Multimedia | Minor in Technological Studies

The College of New Jersey

May 2017 | GPA: 3.915

Experience

Web Content Manager, *The College of New Jersey* (2016 - 2017)

I helped maintain websites for various entities within the college and manage the users associated with each site. I built sites using WordPress and worked extensively with Headway theme, Essential Grid, and Slider Revolution.

Web Designer/Developer, *Blue Circle Marketing* (2015 - 2016)

I set up various WordPress sites by modifying TemplateMonster themes using Cherry Framework, HTML/CSS, and PHP. I also helped manage an online store using WooCommerce. I worked for many clients including Minnie Rose and BH Security.

Webmaster, *Scotch Plains Music Center* (2014 - 2016)

I designed the store's website using HTML/CSS and Bootstrap. I also set up email marketing for the store using MailChimp.

Teaching Assistant, *The College of New Jersey* (Spring 2015)

I created instructional materials and gave lectures in front of a class of 24 students to help them learn various topics including Photoshop, Illustrator, and InDesign.

Projects

Escape Room (2016 - 2017)

Senior thesis project with physical computing puzzles and wearable technology made using Particle Photons. Included a custom web app built with HTML/CSS, JavaScript, Bootstrap, Firebase, Node.js, and ParticleJS.

Behind These Hazel Eyes (Global Game Jam 2017)

Google Cardboard VR exploration/story game for Android made using Unity and C#.

The Spook House (2016)

WarioWare-style collection of mini-games for Android/iOS made using Unity and C#.

Hungry Hippos (2016)

Remake of *Hungry Hungry Hippos* using Arduino, servos, and 3D printed components.