



Work Experience

- Sept 2018**
July 2019
Logistics - Flexible Fulfillment
Target Corporation
Sun Prairie, WI
 - Ran omnichannel fulfillment of online and in-store pickup, driving sales to strategically compete with Amazon
 - Conducted daily backroom audits to ensure accurate store inventory
 - As team lead instructed new hires on job responsibilities while troubleshooting pick, pack and ship fulfillment work
- Sept 2018**
July 2019
United Way Volunteer
Community Action Coalition For South Central WI
Sun Prairie, WI
 - Assisting in annual Coats for Kids drive, ensuring members of the community had access to warm seasonal clothing
- Dec 2016**
Feb 2017
Business Technology Intern
Thomson Reuters
Ann Arbor, MI
 - Strengthened debugging skills through the resolution of customer technical support inquiries
 - Identified future role for ML to improve accuracy of information to address technical support inquiries in a proactive fashion
- May 2015**
Sept 2015
Software Developer
University of Ottawa & Statistics Canada
Ottawa, Canada
 - Contributed to the Theoretical Health Inequality Model (THIM) project, modelling population and demography through the use of Statistics Canada's microsimulation tool, Modgen
- May 2014**
Jan 2015
Software Developer
Carleton University
Ottawa, Canada
 - Successfully developed an interactive simulation model, identifying possible at risk PTSD patients, for both internal and external research use

Project Experience

- Mar 2015**
Apr 2016
Valence: A Subterranean Game
Team lead & Unity Developer
 - Developed a C#, agent-based simulation environment, resulting in dynamic, reactive artificially intelligent character behavior for undergraduate thesis
 - Presented thesis project at an International Game Conference in April 2016
- 2015**
2017
Global Game Jam
Independent Game Developer
 - Multi-year participant, working concurrently with developers around the globe during a 48 hour timelimit, to create a game revolving around a predetermined theme

Profile



Enthusiastic, highly motivated graduate student with a deep commitment to research into 'serious gaming' agency and AAA studio development projects with artistic merit and social benefits. Dual US / Canadian citizen.

Education

- 2019**
2022
Harvard University
Software Engineering
Master of Liberal Arts in Extension Studies
 - GPA:** 3.42/4.00
 - Related objectives:**
 - Research focus on multi-agency with an emphasis on behavioural reinforcement learning in scaled social agent contexts
 - Academically broaden software engineering knowledge and practices
- 2012**
2016
Carleton University (Ottawa, CAN)
Bachelor of Information Technology
 - CGPA:** 8.68/12.00
 - Related coursework:**
 - Human Computer Interaction & Design, 3D Computer Graphics, 3D Animation Design Studio, Senior Project (dynamic multi-agent behavioural simulation)
- 2012**
2016
Algonquin College (Ottawa, CAN)
Advanced IT Diploma (w/ Carleton U.)
 - CGPA:** 8.68/12.00

Technical Skills

- Imperative & OO Languages**
 - C, C++, C#, Python, Java
- AI / Machine Learning (ML)**
 - RNNs, CNNs, Backpropagation
 - RL, MAS, MDP, Bayesian
- Project Tools**
 - Slack, Trello, MS Project, Git
- Creative Tools**
 - Unity 3D, Photoshop, Illustrator, After Effects, Premier Pro, Autodesk Maya
- Front-end Development**
 - HTML, CSS, JavaScript
- Server-side Development**
 - Django, AWS EC2, AWS S3