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**Employment**    Razorfish    Atlanta, GA    June 2013 – August 2016

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**Software Engineer – Emerging Experiences**

- Work as member of highly creative, cross disciplinary team primarily focused on developing interactive experiences for retail, tradeshow, and museum environments
  - Perform in high stress trade show situations. Installing, maintaining experiences, and telling the story of the project
  - Participate in ideation sessions designed to explore uses for new and emerging media technologies such as Kinect, Leap Motion, Myo, and others
  - Researched and presented on emerging trends in wearable technology
  - Assisted in managing official group twitter & instagram handles: @razorfishsee
  - Rapidly create prototypes for demonstration at pitches and iterate towards a final project
  - Perform onsite installation and QA testing of projects at client sites
  - Develop new tools and reusable code as needed by a project
- [www.emergingexperiences.com](http://www.emergingexperiences.com)
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Spectra Logic    Boulder, CO    May 2012 – August 2012

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**Software Engineer**

- Develop user interface for large scale magnetic tape libraries
  - Develop and test cross platform API for legacy MFC code (C++)
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CU Environmental Center    Boulder, CO    Jan 2012 – May 2013

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**Android Developer**

- Design and developed smart phone app aimed at encouraging use of sustainable transportation
  - Extensive use of Google Maps API
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Send It! Apps    Breckenridge, CO    Sept 2011 – Dec 2012

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**Android Developer**

- Develop two Android apps currently selling on the Android Market
  - Port existing iPhone code for use on Android platform
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**Education**    University of Colorado, Boulder    Class of 2013

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**B. S. Electrical & Computer Engineering**

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**Skills**

**Development**

- Advanced or better in most object oriented languages including C/C++, C#, Java
  - Proficient in application frameworks such as Cinder, Open Frameworks, Processing, Android, WPF, Windows Forms
  - Working knowledge of graphics APIs including OpenGL, DirectX, GLSL
  - Proficient in standard web technologies including node.js, html, xml, javascript
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**Hardware**

- Advanced or better knowledge of Atmega microcontrollers including Arduino IDE
  - Experience with IEEE 802.15.4 mesh networks
  - Proficient with basic circuit design and preparation for fabrication
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**Software**

- Proficient with technical software including SolidWorks, LTSpice, MatLab, Wolfram Mathematica, Blender, Autodesk Inventor
- Proficient with creative software including Adobe Photoshop, Illustrator, After Effects, Ableton Live
- Exploring other media software including Touch Designer