



Objective

To obtain experience with electronic devices, signal processing and analysis, embedded programming, and improve my current skills. Ultimately, I wish to do biomechatronics research. I am a hard worker and a quick learner.

Skills

Programming Languages

- » C++ 11, C# 5.0, JavaScript, Ruby 2.1.3, Java 7, Processing 2.2, HTML 5, CSS3, Lua 5.2.x, Haxe 3.2, Arduino 1.6.5, python 2.7.10

Frameworks and Technologies

- » flambe, canvas, Windows Forms, qCustomPlot, PHP, SQL, SQLite, node.js, OpenGL
- familiar:* Ruby on Rails 3.2, and others

Spoken/Written Languages

- » Japanese (spoken and kana only)
- familiar:* Italian, Hebrew, Norwegian, French

Development Tools, Software, IDEs, Hardware

- » Multimeter, Capacitance meter, Simpson meter
- » Unity 4.x, Visual Studio, Eclipse, Qt 5
- » KiCAD, Arduino, Energia
- » Git, SourceTree, Tortoise SVN
- » Arduino Micro and Uno, Beaglebone Black
- » FL Studio 11, Sunvox, Audacity, Excel
- familiar:* Solidworks 2015, LabVIEW 2015, MATLAB 2015, Maya 3D, Ableton 8, CNC code

Work Experience

Workinman Interactive LLC – Rochester, NY

May 2015 – August 2015

- » Programmed, created levels for, and created sound effects for several expansions of multiple projects on many platforms (Android, iOS, Kindle, etc.)
- » Dealt with Platform-specific bugs and compatibility for audio-centric bugs and issues
- » Mentored and led the development of two published projects

Global Response Corps; Margate, FL

May 2008 – Present

- » HTML, CSS, and Ruby scripting
- » Saved Global Response roughly \$50,000 regarding Salesforce integration and implementation and Apex Trigger Programming
- » Created scripts to rewrite tens of thousands of records such that their content met Salesforce standards

Academics

Rochester Institute of Technology – 4th year – 3.76 GPA (Consistently on Dean’s List)

August 2012 – Present

- » Major: Biomedical Engineering & Game Design and Development
- » Minor: Electrical Engineering & Japanese

Estimated Graduation: 2018

Relevant Coursework (* - in progress)

- » General and Analytical Chemistry and Lab (I + II), Cell and Molecular Biology and Lab (I + II*), Intro Musculoskeletal Biomechanics, EKG and Arrhythmia, CPR and First Aid, Biosystems Process Analysis, Fluid Mechanics*, Intro Biomaterials Science*, Biomechanics and Biomaterials Lab*, Circuits I and Lab*, Boundary Value Problems*, Differential Equations

Organizations

- » RIT Game Developers Club (President)
- » BMES (Webmaster)
- » IEEE (Student Member)
- » RIT Launch Initiative (Avionics, Member)
- » Phi Sigma Pi: Delta Alpha Chapter (Member)
- » Engineering World Health (Member)

January 2013 – Current
Current
September 2015 - Current