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| **EDUCATION** |  |
| **Davenport University** | **Careerline Tech Center** |
| **April 2021 Bachelor of Science in Computer Science** | **2017-2018** |
| Specialty in Game Design and Simulation | Web & Game Development |

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| **TECHNICAL SKILLS** |  |  |
| - HTML5 & CSS | - C# | - Conversational Excellence |
| - C++ | - Gamemaker Engine | - Troubleshooting |
| - Excel | - Java | - Unity Game Engine |
| - Github Desktop |  |  |

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| **EXPERIENCE** |  |
| **Fort Miami Games** – *Software Developer* | **Trout Lake Camps** – *Cabin Leader*  |
| January 2021 - Present | June 2021 – August 2021 |
| * Code mechanics for an AR paintball game for mobile devices
* Work flexibly with a small dedicated team
* Come up with and deliver concepts for our first game
 | * Led 10 to 16 campers per week in games, activities, and cabin discussions
* Diffused and solved problems between campers and between staff
* Improved my leadership skills and ability to work with people with different personalities and backgrounds
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| **Target** – *Electronics Retail* | **Best Buy Geek Squad** – *Consultant* |
| September 2019 – May 2021 | February 2019 – September 2019 |
| * Assisted 30+ guests per day find the perfect tech solution for their needs
* Activated phones and phone plans for guests inside the store
* Helped coworkers with lifting, selling, register issues, and other tasks they needed an extra hand with
 | * Acknowledged tech issues of 20+ clients per day
* Provided realistic solutions for a multitude of problems and explained how they work
* Demonstrated fixed devices to each client
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| **CERTIFICATIONS AND SPECIAL HONORS** |  |
| - Davenport Dean’s List | - National Society for Leadership and Success (NSLS) Member | - Spreadsheet Essentials |
| - Davenport President’s List | - 34 Credits Coming into my Freshman Year from High School | - Cyber Security Essentials |
| - 3.77 Overall GPA |  |  |