

Education

B.S & M.S in Computer Science **May 2027 & 2028**
B.S in Interactive Media and Game Development **GPA 3.95**

Worcester Polytechnic Institute, Worcester, MA

Coursework: Software Engineering, Operating Systems, Databases, Computer Networks,
Artificial Intelligence, Machine Learning, HCI, Computer Graphics

Achievements: Charles O. Thompson Scholar, Dean’s List, CS Honors Society, Eagle Scout

Technical Skills

Languages: TypeScript, JavaScript, Python, Java, Kotlin, C++, C, C#, HTML, CSS, WGSL, AGSL

Frameworks & Libraries: React, Next.js, Jetpack Compose, Tailwind CSS, Prisma ORM

Databases & Backend: PostgreSQL, MySQL, MongoDB, Supabase, Node.js

Tools & Platforms: Git, WebGPU, WebGL, Unity, Unreal Engine 5, ROS 2

Relevant Experience

Web Design Associate NeuroSync **July - August 2026**

- Developed responsive websites for NeuroSync and the Every Great Reason Foundation.
- Built custom React, TypeScript, HTML, and CSS features in direct collaboration with the CEO.

Software Engineering Intern Black-I Robotics **June - August 2025**

- Developed a full-stack React dashboard for managing fleets of MiR autonomous mobile robots.
- Integrated robot APIs, authentication, admin controls, and MongoDB Atlas logging for live fleet data.

Game Design Intern IndieCade **June – July 2024**

- Built *Daydreams of Change* in Unreal Engine 5 with a team of 8 for the 2024 Climate Jam.

Projects

YouTube Mobile Shader UI Research - Major Qualifying Project **August 2026 – Present**

- Prototype GPU-driven UI effects using AGSL, MSL, and GLSL and develop reusable cross-platform shader components.
- Evaluate performance through startup latency, stability, dropped frames, and scrolling jank.

Mass Brigham & Women’s Hospital Application **March – May 2025**

- Led front-end development on a 10-person Agile team building a PERN-stack hospital application.
- Implemented pathfinding, map editing, service requests, and a voice-enabled UI using TypeScript and Prisma.

Memory of Nations Interactive Map **October - December 2025**

- Led front-end development of an interactive map for the Memory of Nations testimony archive.
- Integrated MapLibre GL with database-backed testimony data for geographic visualization.

Organizations

Event Coordinator Upsilon Pi Epsilon **January 2026 - Present**

- Coordinate and announce organization events for WPI’s Computer Science Honors Society chapter.

PR Chair WPI Men’s Ultimate Frisbee Team **December 2024 - Present**

- Create social media posts for team announcements, events, and accomplishments.

Member IMGD Colloquium **September 2023 - Present**

- Attend weekly meetings and events focused on the game development industry and community.

Interests

Reptiles, Video Games, Ultimate Frisbee, Brewing Mead, Web Development, Basketball, Lifting Weights