
Skills

OS	Linux, MacOS, Windows
Programming	shell scripting (bash), C/C++, Python, Javascript, SQL, MIPS assembly, Dyalog APL, HTML+CSS
Tools/Libraries	flask, BeautifulSoup, yacc + bison, PEGlib, Microsoft Office, git and github, Zola
Design and Layout	Adobe Illustrator, Adobe Photoshop, Inkscape, Blender3d, CAD, Mark-down, Lyx, Latex, Figma
Additional	Creative and technical writing, live presentation, improvisation and troubleshooting.

Experience

- 2025-ongoing **Fellow**, *Nten Open Source Fellowship*, Portland, OR
- Agile flavored project management techniques
 - Project management software (Asana, Confluence, etc)
 - Outreach to other organizations
 - Software development planning and execution
 - Organizing conference demonstrations
 - Writing copy for web
- 2026-ongoing **Facilitator**, *local non-profit*, Portland, OR
- Create a welcoming and supportive environment
 - Identify community needs
 - purchase equipment to fulfill community needs
- 2025-ongoing **Educator**, *MMT Prep*, Bethany, OR
- Develop individualized plans on the fly to address student engagement and weak points
 - Rapidly infer student's knowledge level and confidence
 - Adapt planned curricula to individual student needs
 - Use white-board and electronic teaching techniques
- 2023-ongoing **Instructor**, *Coding with Kids*, Portland, OR
- Present technical knowledge for various levels of experience
 - Notice and respond to student emotional state
 - Manage class equipment
 - Improvise and problem solve on the fly to meet student needs and solve technical issues
- 2019-2023 **Tutor**, *Reed College*, Portland, OR
- Improved college student outcomes in mathematical analysis and Python
 - Taught course material and introduced students to tools and techniques for independent study
 - Engineered materials introducing students to structured programming

Education

- 2018-2023 **Bachelor of Arts in the Faculty of Computer Science**, *Reed College*, Portland, Oregon

Thesis

Session Typing and Checking using State Minimization, A study into analysing concurrent computation via the process calculus and session types. Included design of a process calculus based language and its type checking system.

Projects

EdPyler

- A language I designed for use with the Edison robotics platform, inspired by Logo
- Parser built using the Parsing Expression Grammar formalism
- transpiles custom code to Python code that can be flashed to an Edison robot

Website for local band

- created a fully static site
- Designed the font, and logo to match the band's style
- antisepticide.neocities.org

Website Decompilation

- Used the BeautifulSoup Python library
- Decompiled a downloaded copy of my personal site to it's original markdown files
- Recovered my website from lost source material

Lambda Compiler

- A compiler and interpreter hand written in python
- Written as a study of how compilers operate, focussed on functions and name management
- later rewrites to study syntax tree transformers and error checking

Food Finder App

- Worked in a design team to build an interface
- used Figma to design an interactive dummy interface
- Conducted surveys and usability testing to validate our design

Static Site Generator

- Used Bash scripting
- Designed a recursive directory crawling template engine
- built to require minimal overhead and minimal additional files

Js Beats

- an interpreter built in javascript to run in the browser
- hand coded lexer, parser, abstract syntax tree evaluator
- Built a web interface with error checking and highlighting

Personal Site

- created a fully static site
- contributed to the theme design on github
- used Zola static site generator with Tera template engine

Relevant Coursework

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| ○ Algorithms and Data Structures | ○ Computer Systems |
| ○ Fundamentals of Programming Languages | ○ Creative Writing |
| ○ Computability and Complexity | ○ Discrete Mathematics |
| ○ Introduction to Compilers | ○ Vector Calculus |
| | ○ Usability engineering |