

Technical Support | Full Stack Development | Mobile Applications | Video Games

PROFESSIONAL SUMMARY

Well-rounded, senior IT professional with 5 years of experience writing professional software and administrating IT systems across various platforms and industries. Committed to using tried and true development practices to provide the best customer experience with highly stable and responsive information systems, system designs, reusable and scalable code, and well-written documentation. Expert in clear communication practices and optimizing workflow, ensuring efficient and productive sprints while maintaining an optimal balance of stability and flexibility.

KEY SKILLS

- | | | |
|--|-------------------------|---|
| ✓ Active Directory | ✓ Database Management | ✓ Documentation |
| ✓ Exchange Server | ✓ Frontend Development | ✓ Project Management |
| ✓ Server Scripting (Bash, Python and PowerShell) | ✓ Public DNS Management | ✓ Security Compliance (CJIS, HIPAA, NIST) |

PROFESSIONAL EXPERIENCE

Systems Administrator

Chaves Consulting Inc.

August 2023 - Present

La Grande, OR

- Provide systems administration and technical support for the City of La Grande.
- Manage a hybrid Windows-Linux (Windows Server 2022, Ubuntu Server 22.04+) environment, including Active Directory, Group Policy, and on-prem Exchange Server.
- Deliver 24/7 On-Call support for EMS and 911 dispatch.
- Manage and maintain a secure network infrastructure with PaloAlto firewalls with Panorama, and Cisco networking switches.
- Deliver weekly technical reports to City Manager and department directors on ongoing projects and ticketing backlog.
- Maintain healthy vendor relationships for e-rate purchasing and general IT purchasing for the City.
- Veeam backup and recovery with dedicated storage solutions via 45Drives and ProxmoxVE.
- Develop infrastructure project proposals, technical briefs, and detailed project plans for various large-scale deployments of software, server hardware, and fiber optic networking.

Game Developer

Dark Fox Studio

January 2022 - Present

La Grande, OR

- Lead project planning and coordination for a small development team, delivering 2D and 3D games across multiple platforms and genres.

- Design and implement scalable gameplay systems using C#, C++, Python (PyGame, Django, Flask), and GDScript, tailored to project needs and performance goals.
- Develop and prototype games using industry-standard engines—Unity, Unreal Engine, and Godot—and create original assets with tools such as Blender, Procreate, Affinity Suite, and Logic Pro X.
- Integrate multiplayer features and complex save/load systems using REST APIs, relational databases, and third-party backend services for persistent game state management.
- Oversee end-to-end development, including architecture planning, asset integration, gameplay scripting, and cross-platform deployment.

Mobile Application Developer

January 2023 - January 2024

NND Studio LLC

La Grande, OR

- Developed and maintained cross-platform mobile applications for iOS and Android using Flutter, Kotlin, Swift, SwiftUI, and UIKit.
- Integrated HealthKit APIs to access and display user health data, enhancing app functionality and user engagement.
- Implemented backend integration with Firebase for authentication, analytics, and cloud messaging, and managed in-app purchases via RevenueCat.
- Followed Agile development practices, including sprint planning, iterative development, and code reviews to ensure on-time delivery and high-quality releases.

Full Stack Developer

October 2022 - June 2023

Greater Oregon STEM Hub

La Grande, OR

- Built and deployed full-stack web applications and REST APIs using Node.js, Express, MySQL, HTML, CSS, and JavaScript.
- Deployed services on AWS Lightsail, configured with WireGuard and Nginx for secure, performant reverse proxy routing.
- Designed responsive, accessible user interfaces with ARIA standards to ensure compatibility across devices and assistive technologies.
- Applied best practices in web security, performance tuning, and scalable backend architecture.

EDUCATION

PCAP – Certified Associate in Python Programming

PearsonVUE Online

Python Institute

- <https://verify.openedg.org/?id=rHVT.OhcJ.rAub>
- Certification ID: rHVT.OhcJ.rAub

Bachelor of Science in Computer Science

La Grande, OR

Eastern Oregon University

- Awards: Cum Laude Honors, Ford Family Foundation Scholarship, Outstanding Computer Science Student, Dean's List
- Minor in Music

Bachelor of Science in Mathematics

La Grande, OR

Eastern Oregon University

- Awards: Cum Laude Honors, Mercer Family Scholarship, ASTEO Scholar Award, Dean's List

Certificate in Computer Programming I

La Grande, OR

Eastern Oregon University

Certificate in Computer Programming II

La Grande, OR

Eastern Oregon University

RELEVANT TECHNICAL PROFICIENCIES

Microsoft 365, Google Workspaces, Programming Languages (HTML + CSS, Python, Bash, PowerShell, C++, JavaScript), DBMS (MS SQL, MySQL, OracleDB), Linux (Debian/Ubuntu, RHEL, Proxmox), iOS and MacOS, Android, Windows + Server (Active Directory, Exchange, Windows Server 2008 R2+), Synology

ADDITIONAL EXPERIENCE

Mathematics Research

La Grande, OR

Eastern Oregon University

June 2022 - June 2023

- Explored a novel problem in permutations using addition to create permuted sums and observed behaviors and patterns in the resulting sums.
- Research pending publication in the 2025 edition of the Eastern Oregon Science Journal.

Permuting, Swapping, and Summing N-Digit Numbers

La Grande, OR

Eastern Oregon Science Journal

Publication Pending

Computer Science Club President

La Grande, OR

Eastern Oregon University

September 2021 - June 2023

- Conduct meetings, participate in community outreach, and contribute to and lead large software projects.
- Acquire large pools of funding for and configure, administer, and maintain a campus-wide accessible supercomputer.

Math Club President

La Grande, OR

Eastern Oregon University

September 2021 - June 2022

- Conducted meetings, organized guest speaker presentations, and coordinated yearly trips to the Pacific Inland Mathematics Undergraduate Conference.