
EDUCATION

INDIANA UNIVERSITY | SCHOOL OF INFORMATICS AND COMPUTING, BLOOMINGTON, IN
Bachelor of Science in Computer Science
Specialization: Systems
Honors: Highest Distinction (top 1% of graduating class)

MAY 2017
GPA: 3.93/4.0

WORK EXPERIENCE

ZYNGA, SAN FRANCISCO, CA
Rotational Product Manager

August 2017 – Present

- **PROJECT: HIT IT RICH! SLOTS**

- Conducted live operations for an \$80M/year game, improved process flows to cut down live operation setup time by up to 85%, and created engaging story-based challenges for players that drove engagement up by 500 bps on average.
- Spec'ed, supported, and ramped a redesigned spin panel that improved the core UI and UX loops of the game. *Results pending analysis.*
- Initiated an economy analysis that revealed significant opportunity for improvement in our purchase flows and followed up with quantile analysis that supported a restructuring of all the purchase values in Hit It Rich for the first time in 3 years.
- Conducted analysis on several in-flight medium-to-large size features that were pending analysis, found that they provided lifts in engagement, revenue, and retention metrics ranging from 300-1500 bps, and ramped them to 100%.

DRIZZLE LABS, INC., BLOOMINGTON, IN (INCORPORATED IN DELAWARE)
Co-Founder/Chief Technology Officer

December 2014 – February 2017

- Worked with and convinced a team of senior venture capitalists to invest a \$290,000 seed round in my Android messaging startup.
- Drove over 80,000 user downloads between our apps by reaching out to tech blogs and news sites, providing quality customer service, and innovating on features that increased user retention by 500-1000 bps.
- **PROJECT: DRIZZLE APPS – DRIZZLE SMS, DRIZZLE CLOCK, DRIZZLE CASH, DRIZZLE REWARDS**
 - Hired and managed an eight-person development team to build an SMS app that could compete with pre-loaded Android SMS apps, pay users, and generate enough revenue to make Drizzle profitable.
 - Focused on improving our paid acquisition and building retention-targeting features to mitigate user churn and maintain a user base of 10,000 daily active users.
 - Conceptualized, designed, and developed an Android alarm clock application that paid users to wake up via ad revenue per use.
 - Put together a sustainable revenue model that was both attractive to users and generated steady revenue for the company.
 - Responded to complaints that our payment system was too hard to navigate by redesigning it from the ground up to provide a streamlined checkout process and promote higher-paying rewards.
- **PROJECT: DASH SMS/MESSENGER**
 - Spec'ed, prototyped, and managed development of a hybrid SMS and instant messenger application that garnered 4,000 installs in its first day.

INDIANA UNIVERSITY, BLOOMINGTON, IN
Undergraduate Instructor

December 2016 – May 2017

- Created homework, lab, and quiz materials on behalf of the professor in order to better prepare students for end of course assessments.
- Tutored 35 students for 13 weeks and helped 94% of them pass the required discrete logic class.

INDIANA UNIVERSITY EAST, RICHMOND, IN
Web Developer

May 2015 – August 2015

- Built an online card game to help students learn organic chemistry synthesis equations through a fun and challenging new approach.
- Utilized HTML, CSS, JavaScript, jQuery, and Parse to design and implement the game while keeping game management easy for instructors.

VOLUNTEERING

AMERICAN RED CROSS, SAN FRANCISCO, CA
Disaster Relief Volunteer/Sound the Alarm Volunteer

May 2018 – Present

- Installed smoke detectors in bedrooms, entryways, and other high risk areas of low-income homes as part of the Sound the Alarm campaign to help Bay Area residents prevent fire-related injuries and property loss.
- Trained for American Red Cross disaster relief to provide clean water, safe shelter, and hot meals wherever and whenever needed.

SERVEIT, BLOOMINGTON, IN
Tech Support Team

January 2015 – May 2015

- Operated in an interdisciplinary team to develop and execute a strategic IT plan to provide community outreach and tech support to nonprofit groups such as the Boys and Girls Club and Girls Inc. in the Bloomington area.

TECHNICAL ABILITIES

Languages: Python (Very Proficient), SQL (Very Proficient), C (Proficient), Java (Proficient)

Web Development: JavaScript (Very Proficient), HTML5 (Very Proficient), CSS3 (Very Proficient), jQuery (Proficient), WordPress (Proficient)

Tools: Excel (Very Proficient), Sketch (Very Proficient), Git (Proficient), Adobe Photoshop (Proficient)

AWARDS

Clapp IDEA Competition (2016): Placed first out of ~70 teams competing for \$15,000 by pitching an entrepreneurial idea to a board of investors.

Founders Scholar (2014-2018): Honor conferred upon Indiana University's most academically distinguished undergraduates based on GPA.

Wells Scholar (2013-2017): Selected as one of 18 students in a class of 8,000 attending Indiana University based solely on academic and extracurricular merit. Recognized as Indiana University's most prestigious scholarship and among the top undergraduate scholarships in the nation.