

## 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  
*Product Manager*

August 2017 – Present

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

- Oversaw 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 by +5-10% on average.
- Spec'ed, supported, and ramped a redesigned spin panel that improved the core UI and UX loops of the game.
- Initiated an economy analysis and restructured the purchase values in Hit It Rich to be based on a quantile-analysis of player spend behavior; initial results show up to a 30% lift in revenue per user.
- Conducted analysis on several in-flight medium-to-large size features, 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  
*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.
- **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.
  - 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.