Project 1: MF Scheduler

- Chooses the best configuration of member and labor assignment, taking into account preferences and availability.
- Capable of handling 10,000+ members and labor positions in the database.
- Written primarily in entirely in C++, leading to performance optimizations and very quick runtime. Highly maintainable and scalable codebase.
- Cross-platform, with export options of Windows, Linux, and Mac OSX.
Project 2: Burst Battle

- Fast-paced at a smooth 60 frames per second, adaptively scales to any screen resolution
- Supports multiplayer
- Written primarily in GameMaker Language (object-oriented C++/JavaScript style language) and uses Java and ActionScript for asset creation/management.
- Includes robust networking capabilities leveraging the security and reliability of TCP communications.
Project 3: AniMake

- Converts Adobe Animate json files into a more readable and easily parsable text file
- Can batch create different animation files, saving the user time considerably
- Supports additional functionality not given by Adobe Animate such as symbol modifiers
Project 4: POP Networking

- Lightweight command line application, streamlining workflow for client-server communications
- Can support multiple concurrent clients, repeatedly bombarding the server with packet sizes nearing the UDP limit
- Written entirely in python, making the code highly readable and dynamically typed
- Leverages the power of the lightweight UDP internet protocol and has packet loss/duplication detection.