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Seeking a production or dev tool role in the field of Game Development. Dedicated individual who is quick to learn new skills and relentless in searching for opportunities to automate himself out of a job.

SHIPPED TITLES: *Producer Credit*

<u>**Wartorn**</u> **- *Stray Kite Studios***: A single-player, squad-based, RTS, roguelite for PC (*"LoTR meets Oregon Trail"*)
<u>**Asurya's Embers**</u> **- *SMU Guildhall***: A single-player, bow-and-arrow FPS where the sun *literally* burns you
<u>**SeaFeud**</u> **- *SMU Guildhall***: An underwater 3D arcade racing game featuring ~~kartfish~~ swapping mid-race

WORK:

Producer/Dev Tools/QA: *Stray Kite Studios LLC, Plano, TX. (Oct, 2024 - Aug, 2025)*
- **Production:** Jira administration, scrum/meeting management, and project estimation/roadmap
  - Managed Jira through dashboards, sheets, bulk issue creation/editing, and automation rules.
  - Created a reporting tool that generates 1000+ issue summaries with JQL support (used to provide proof-of-work for Texas Film Commission grant).
  - Ran task estimations via Google Sheet dashboard to determine effort and project feasibility—resulting in development resource reallocation and schedule changes.
- **Dev Tools:** Creator, owner, and maintainer of several Python-based dev tools
  - Datatable/Curvetable import/exporter to Google Sheets with Google Cloud API to allow designers to use Google Sheets as their singular source of truth to update 100+ data files.
    - Output changelog of differences in CSV for easy human-readable review.
  - Patch note generator which scrapes Perforce CL messages and Jira issue IDs to dynamically report status of developer-marked patchnote-facing changes with statuses on fix failed or undone CLs.
  - Google Sheet to/from .po file to integration script allowing for mass visualization, editing, and verification of locstrings (~400 missing entries found in initial Chinese translation pass)
    - Used to allow distributed translators to provide suggestions via said Google Sheet.
- **QA:** Ran QA playbooks (e.g., BVTs), validated regressions, and proctored internal playtests
  - Ran daily build status thread rotations with QA team tracking new bugs and feature requests.
- **Other:**
  - **Design:** Placed play area, navigation blocking, and camera blocking volumes in levels.
  - **Programming:**
    - Investigated Unreal Engine code and identified areas to add functionality to support Curvetable CSV import/export via Blueprint and Python scripts.
    - Used Kismet2 API via Python to auto-update SM/SKM components in BP actors to enable/disable material decal draws on unit weapons/accessories en masse.
  - **VO:** Ran async VO recording sessions with REAPER to record unit and merchant audio barks.
  - **Performance:** Ran UnrealInsights and gathered/investigated traces for performance improvements.

iOS Automation Software Engineer: *Apple Inc., Cupertino, CA. (Mar, 2015 - Jun, 2022)*
- Maintained Apple's internal automated restore tool with >10K daily runs and SRE (Splunk + PagerDuty).
- Project lead for the following: effort to rebuild dyld shared caches during CI testing, adoption of a new Amazon S3-backed image hosting service for restores, internal process improvements for bug issue screening and resolution
- Contributor for UIAutomationScripts, an internal automation framework for Apple's hardware platforms.
- Testing and reporting for several now-shipped tentpole features: LivePhoto and iCloud Photo Sharing.
- Created Python reports which used Apple's internal bug tracking system API to report on year-over-year efficacy of our internal continuous integration system.

EDUCATION:

Southern Methodist University: *Dallas, TX. (Aug, 2011 - Dec, 2014)*
- Masters of Interactive Technology, Video Game Production
- Thesis: *Multiplayer game features and how they influence online disinhibition and toxic behaviors*
- Student Activity Council President and Event Coordinator

LeTourneau University: *Longview, TX. (Aug, 2011 - Dec, 2014)*
- B.S. in Computer Science, Game Development and Network Security
- Presidential Scholarship recipient, Student Senator, and ACM Local Chapter Secretary

SKILLS:

- **Productivity:** Jira, Monday.com, Excel Certified
- **Programming:** Python, C++, JavaScript, Java, C, C#, MySQL, HTML, CSS, and PHP.
- **Version Control:** Well-versed in P4 and git for source control (<u>Don't cherry-pick! Rebase/partial merge!</u>).