

SKILLS & TECHNOLOGIES

Languages: C#, Javascript, HTML, CSS, PHP, SQL, OpenEdge ABL

Libraries and Frameworks: jQuery, Bootstrap, Materialize, React, Redux, Vue.js

Tools and Tech: Git, Linux, Chrome DevTools, MAMP, Regex, Postman, JSON, AJAX, API, WebPack, Firebase

Engines: Unity, Wwise

Design: Pro Tools, Sound Forge, WaveLab, Waves Mercury Bundle, Photoshop

EMPLOYMENT

Unity Engineer

Lake Forest, CA

SimInsights

2018

- Assisted in developing educational and training simulations, including **VR** simulations
- Implemented sound effects and dialogue using **Unity** and **C#**
- Created and implemented software test plans to uncover, identify and document bugs
- Efficiently troubleshooted and resolved software issues using **C#**

Audio Engineer

Contractor in the Video Game Industry

2008 - 2017

- Worked directly with video game developers and publishers including *2K Games* and recording studios including *Soundelux*
- Credited on several dozen video games including *XCOM 2*, *Call of Duty: Black Ops II*, and *God of War III*
- Edited and mastered video game dialog with **Pro Tools**
- **Quality control** checked large batches of audio files to match editing, mastering, naming, and specs
- Created and provided **technical notes** that communicate to editors the desire and intent of session directors and clients

FEATURED TECHNICAL PROJECTS

TheCubeTube.com [Live](#) | [Github](#)

- A website that allows users to anonymously follow and organize YouTube channels into separate categories
- Acted as product owner and lead developer throughout the software development life-cycle
- Many duties were related to using YouTube's **API**, creating nested **AJAX** calls to retrieve and insert data to the back end, and using **jQuery** to dynamically display information to build an effective user interface with **Bootstrap**
- Utilizes an extensive back end that was built with **PHP** and **MySQL**
- Tracked project progress using **Meistertask** and implemented an **Agile** methodology with weekly sprints and stand-ups

Fallout Scavenger [Live](#) | [Github](#)

- A Fallout themed match game with additional game mechanics including items, health points, and damage resistance
- Created a message log system with **jQuery** and an animated **user interface** with **CSS** to communicate important information to the user and enhance the **user experience**
- Constructed card images from multiple layers in **Photoshop**

Tic Tac Duck Hunt [Live](#) | [Github](#)

- A Duck Hunt themed *Tic-Tac-Toe* "shooting gallery" hybrid created as part of a 48 hour hackathon
- Contributions to the project include developing the "shooting gallery" part of the game using **jQuery**, optimizing audio implementation with **Javascript**, and editing art assets using **Photoshop**
- **Object-Oriented Programming** was utilized to separate the "shooting gallery" logic of the game from the *Tic-Tac-Toe* logic
- Keyframe animation was used in **CSS** to animate sprites
- **Mobile responsiveness** was implemented with **Bootstrap**

EDUCATION

Michigan State University

East Lansing, MI

B.A. Telecommunications Digital Media Arts

- Emphasis in media production, specializing in audio production with additional education in telecommunication policy and information systems

LearningFuze

Irvine, CA

Full Immersion Accelerated Web Development Program

- Over 800 hours of hands on training using a variety of technologies and programming languages to create over a half dozen applications

Recording Workshop

Chillicothe, OH

Recording Engineering and Music Production Program

- Hands on training recording musicians in a variety of digital and analog recording studios