

Emery Porter

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EDUCATION

Southern Methodist University, Cox School of Business

Dallas, TX

Master of Business Administration

May 2026

- Forte Fellowship

Texas Tech University, Whitacre College of Engineering

Lubbock, TX

Bachelor of Computer Science

May 2021

- Presidential Scholarship

EXPERIENCE

Citigroup

Dallas, TX

Full Stack Software Engineer, Personal Installment Lending

Jul 2021 - Present

Citigroup is the third-largest banking institution in the United States. It has a highly complex online presence, allowing customers to interact with all aspects of the bank from every platform.

- Coordinating with multiple teams across 4 disciplines to build a high-traffic, ADA compliant web application, allowing customers to take personal loans from anywhere
- Leading interviews every season for 100+ prospective entry-level developers on previous projects and technical questions to ensure engineering readiness
- Mentoring a pod of entry-level developers every 3 months, eliminating impostor syndrome, and reducing developer ramp up time
- Mentoring 4 high-school girls every year as part of Citi's 6-week Women in IT program, giving young girls more opportunities to enter the STEM field

CornBilt LLC

Dallas, TX

Game Designer

Mar 2019 - Present

CornBilt is an innovative gaming company building fun, interactive experiences for tabletops and virtual reality.

- Conceptualizing, designing, and testing multiple tabletop games on with 2-5 teammates, winning awards at CES, QuakeCon and on Kickstarter
- Building proof-of-concepts being presented to 10+ investors, generating funding needed for unannounced projects

Blink Studios LLC

Dallas, TX

Co-Founder and Lead Engineer

Mar 2020 - Jan 2022

Blink Studios was a self-founded gaming company utilizing data engineering to create highly interactive video games.

- Recruited and led a diverse team of 7 developers, writers, and artists to design and develop video games and tooling
- Conducted meetings with 2 game publishers to gauge interest in future publishing opportunities
- Utilized Click-Up to manage Agile project lifecycles across 3 disciplines, maintaining high accountability and productivity
- Devised an ecosystem of 10+ custom tools to help streamline game development processes

INTERNSHIPS

Tyler Technologies

Lubbock, TX

Software Engineering Intern

May 2020 - Aug 2020

- Analyzed business requirements with a partner to create an internal tool consolidating 100+ client data points from 3+ web applications into a single filterable and sortable web application
- Took part in daily Agile Scrum stand ups and weekly retrospectives to identify roadblocks, maintain high productivity, and plan future developments

ADDITIONAL INFORMATION

Technical Skills: Microsoft Office, PowerPoint, Excel, Unity3D, Unreal

Project Management: Agile, Waterfall