

SKILLS

• Python • C++ • C# • HTML/CSS • Unity • Unreal Engine • Algorithms • VR/AR/XR

WORK EXPERIENCE

Realtime Software Engineer

May 2019 – Current

Boeing Test and Evaluation – St. Louis, Missouri

- Experience developing virtual reality simulations in Unity and Unreal Engine for software virtualization efforts.
- Developed embedded software debugging tools in support of enterprise hardware virtualization efforts.
- Experience working across multiple teams simultaneously including Boeing Research and Technology.

Utilized Skills: Python, C++, C#, Unity, Unreal Engine, VR/AR/XR

Lead Developer

August 2018 – Current

Lightmass Games LLC – St. Louis, Missouri

- Started a gaming studio while pursuing a Bachelors Degree in order to advance my education outside of class.
- Created a prototype in Python and later re-developed it in Unity as a cross-platform release, "Beyond Critical".
- Exhibits and speaks at conferences yearly, offering advice, scholarships, and promotion for Lightmass Games.

Utilized Skills: C++, C#, HTML/CSS, Unity, Unreal Engine

Front-End Developer – Intern

January 2018 – September 2018

Yost Labs – Portsmouth, Ohio

- Created playable VR/AR demonstrations within monthly time spans with Unity for contract clients.
- Achieved an increase in website sales by 20% through the re-design and development of yostlabs.com.
- Explored development in networking communications using UDP and TCP/IP for multiplayer simulations.

Utilized Skills: C#, HTML/CSS, Unity, VR/AR/XR

Software Engineer – Intern

May 2016 – July 2017

Yost Labs – Portsmouth, Ohio

- Wrote an algorithmic real-time step-tracking system for Trimble Inc. in under 9 months using Python.
- Experience integrating and analyzing live and recorded data from embedded systems and databases.
- Adapted to rapid project requirements by switching roles and tasks autonomously as a one-man team.

Utilized Skills: Python, C++, Algorithms

EDUCATION

Shawnee State University

August 2015 – May 2019

Portsmouth, Ohio

Bachelor of Science in Digital Simulation and Gaming Engineering Technology (BSCS)

(GPA: 3.0)

- Award-winning university finalist for GGJ in both 2018 and 2019 for best graphics and people's choice.
- Worked as a student ambassador and public speaker for the Gaming Engineering Technology program.