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Summary

Highly motivated Magna Cum Laude graduate looking for an opportunity to make an impact applying Game Dev, AWS Cloud, .NET, Web Development, and Technical skills.

Experience

Technical Writer, Game Design, & QA, 05/2025 — Current

Skillmaker.ai — Marietta, GA

Bridge film production and game development teams to accelerate the integration of automotive assets into Unreal Engine, while optimizing educational content design for VR training modules.

- Streamlined Asset Pipeline: Drove efficiency by generating and refining high-accuracy 3D automotive models/scans, ensuring seamless implementation into Unreal Engine and reducing developer rework.
- Learning-Centric Narrative Design: Develop cognitively optimized lesson scripts to enhance film crew production quality and learning retention, aligning content with pedagogical best practices.
- Quality Assurance & Engagement: Design gameplay test scenarios grounded in game design theory to validate developer workflows, while co-testing VR mechanics to uphold immersive, educationally effective user experiences.

Software Engineering Intern, 06/2018 — 08/2018

Firstdata/Fiserv — Marietta, GA

- Collaborated with fellow interns under the direct guidance of the CTO to develop an Alexa app utilizing AWS and first-party data via SQL, aimed at reducing workspace complexity and improving efficiency.
- Within the Innovation Lab, designed and delivered the most successful prototype for the 'Virtual Assistance in stores' project, an application designed for mobile grocery orders and pickup.
- Received professional training in Scrum.
- The key takeaways from this 10-week experience include becoming familiar with the professional Agile workflow, learning to manage company data effectively, and internalizing the connection between software and hardware in a professional environment.

Education and Training

05/2024 Kennesaw State University — Marietta, GA

Bachelor of Science Computer Game Design & Development

- Magna Cum Laude (GPA: 3.71)
- Presented at the Symposium of Student Scholars, showcasing a custom gaming steering wheel designed for enhanced modularity and reduced costs compared to market alternatives.

05/2019 George Walton Comprehensive High School — Marietta, GA

STEM Science, Technology, Engineering, Math

- Graduated under STEM Engineering branch with honors (GPA: 3.91)
- National Honors Society candidate.
- Designed, manufactured, and presented an engineered solution to address computer dust and thermal issues, leveraging skills in engineering, research, CAD design, mechanics, and professional presentation.

Projects

- Task Management Application (Dec 2024-Current) - Currently expanding AWS knowledge through the Developer Certification. Using these skills to design a Full Stack Task Management Application using Node.js and React alongside AWS cloud services such as DynamoDB, S3, Lambda, Cognito, and API Gateway that allows for user registration, task operations, file uploads, and logging/monitoring.
- Game Development & Research (2023-24) - Worked alongside a psychology professor from Florida State University to develop and deliver a VR catching and throwing game using Unity, C#, and Visual Studio Logging in order to test psychological behavior of the players.
- Game Development, Theory, Optimization (2022-2024) - Developed a narrative game using C# and Unity, meant to portray the effects and ramifications of bad life habits. Specifically contributed to puzzle design, demonstrating data structure techniques such as linked-list traversal, matrix arrays, depth-first-search and stacks.
- Application Design & Development (2022) - Developed an executable application for a food business using Visual

Studio and C# that allows users to customize food orders, process payments, and print receipts, while providing managers with secure access to view order history and customer records.