

## SKILLS

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• Unreal Engine • C++ • Python • Unity • C# • XR (VR/AR/MR) • JavaScript • Real-time Rendering

## WORK EXPERIENCE

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### Staff Software Engineer

Nov 2021 – Current

Boeing – Full-Time – Hybrid (St. Louis, Missouri)

- Experience leading multiple international development teams of 30+ software engineers and artists.
- Technical lead engineer and developer over 60+ enterprise projects and research initiatives.
- Led the development of an Unreal Engine 5 based C++ SDK and integration API for digital twins.
- Led the development of an enterprise-wide software as a service solution (SaaS) using WebRTC.
- Software architect over digital twin and real-time rendering technologies at Boeing.

Active Security Clearance: United States Secret

Skills: Unreal Engine, C++, Python, JavaScript, WebRTC, Distributed Systems, Real-time Rendering

### Lead Software Engineer

May 2019 – Nov 2021

Boeing – Full-Time – Remote (St. Louis, Missouri)

- Experience leading a full-remote development team of 10+ software engineers and artists.
- Experience as a technical artist, embedded engineer, systems engineer, and full stack developer.
- Technical lead over digital twin technologies for immersive training, interactive vehicle platforms, distributed software systems, and internal engineering solutions using C#, C++, and Python.
- Managed the development of 16 digital twin products built in Unreal Engine 5 for immersive training and real-time flight simulation deployed onto virtual reality and mixed reality training devices.

Skills: Unity, C#, Unreal Engine, C++, Python, Virtual Reality (VR), Mixed Reality (MR), Systems Engineering

### Founder | Game Developer

Aug 2018 – Nov 2021

Lightmass Games LLC – Self-Employed – Remote (St. Louis Missouri)

### Frontend Developer

Jan 2018 – Sep 2018

Yost Labs – Internship – On-Site (Portsmouth, Ohio)

### Software Engineer

May 2016 – Jul 2017

Yost Labs – Internship – On-Site (Portsmouth, Ohio)

## EDUCATION

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### Shawnee State University

Aug 2015 – May 2019

Bachelor of Science in Digital Simulation and Gaming Engineering Technology (BSCS) (GPA: 3.0)

- Employed as a student ambassador, student teacher, and commencement marshal.

References available upon request. Complete CV available upon request.