

SKILLS

• C++ • Unreal Engine • Python • JavaScript • C# • XR (VR/AR/MR) • Unity • Adobe Creative Cloud

WORK EXPERIENCE

Senior Software Engineer

Nov 2021 – Current

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

- Chief Software Architect managing an international technology portfolio of 30+ engineers and artists.
- Technical lead engineer and software architect for 60+ enterprise projects and research initiatives.
- Managed and developed multi-million-dollar budgets for interdisciplinary enterprise efforts.
- Lead the development of the distributed systems and streaming architecture for enterprise-wide software as a service (SaaS) real-time application delivery.
- Developed desktop, mobile, virtual reality, augmented reality, mixed reality and cloud-based applications in Unity and Unreal Engine for customers and internal engineering tools.

Utilized Skills: C++, Unreal Engine, Docker, AWS, CI/CD, SaaS, JavaScript, WebRTC, Pixel Streaming

Lead Software Engineer

May 2019 – Nov 2021

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

- Technical lead engineer over a small remote development team of 10 software engineers and artists.
- Experience as a technical artist, embedded engineer, systems engineer, and full-stack developer.
- Managed and led the development of 16 digital twin platforms built in Unity and Unreal Engine.
- Experience building custom software solutions using inhouse avionics hardware, virtual reality systems, flight platforms, embedded micro controllers, and display systems with C++ and Python.

Utilized Skills: C++, C#, Unity, Unreal Engine, Cesium, 3DS Max, Adobe Creative Cloud, React, Node.js

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

Shawnee State University

Aug 2015 – May 2019

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

- Award winning finalist for Global Game Jam 2018 & 2019 for best graphics and people's choice.
- Employed as a student ambassador, student teacher, and representative for engineering technology.

References available upon request. Complete CV available upon request.