

## SKILLS

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• Python • C/C++ • C# • WebRTC • Unity • Unreal Engine • Algorithms • VR/AR/MR/XR

## WORK EXPERIENCE

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### Lead Software Engineer

May 2019 – Current

The Boeing Company – St. Louis, Missouri

- Technical Lead for Boeing developing high-fidelity digital twins and immersive training software in Unreal Engine and Unity. Projects include commercial, defense, and autonomous vehicles.
- Experience leading global teams on the development of desktop (Windows, Linux), virtual reality (VR), augmented reality (AR), mixed reality (MR), mobile (iOS, Android), web (HTML/WebRTC) and FMS software.
- Experience leading multiple teams with over 15+ artists, engineers, developers, and support staff.

**Utilized Skills:** Python, C/C++, Unreal Engine, VR/AR/MR/XR, Adobe CC, Blender, AWS EC2, Azure Cloud WebRTC

### Lead Developer

August 2018 – Current

Lightmass Games LLC – St. Louis, Missouri

- Experience leading the development of projects in Unity and Unreal Engine. Language experience primarily in C# and Python with additional work in visual scripting languages and C/C++.
- Experience developing cross-platform distributed systems, cloud distributed services, and multiplayer games.

**Utilized Skills:** Python, C#, HTML/CSS, Unity, Adobe CC, Blender, AWS EC2, WebRTC

### 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.
- Explored development in networking communications using UDP and TCP/IP for multiplayer simulations.

**Utilized Skills:** C#, HTML/CSS, JavaScript, Unity, VR/AR/MR/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.

**Utilized Skills:** Python, C/C++, Batch, Algorithms, Optimization

## EDUCATION

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### 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, student teacher, and public speaker for Gaming Engineering Technology.