

## SKILLS

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

## WORK EXPERIENCE

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### Chief Software Architect

Nov 2021 – Current

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

- Enterprise leader managing multiple international development teams 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.
- Experience developing distributed systems and streaming architecture for software as a service.
- 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 5, JavaScript, WebRTC, Pixel Streaming, Azure Cloud, Web Sockets

### 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 over 24 digital twin platforms built in 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++, Python, Unreal Engine 4, 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

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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)

- 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.