

Web Development

Game Development

SKILLS

Languages

HTML - CSS - TypeScript - JavaScript - Java - SQL

Frameworks - Libraries

NodeJS - Spring - Angular

Languages

C - C++ - C#

Game Engines - Frameworks - Libraries

Unity - SDL2

ACCOMPLISHMENTS

- Worked as a full-stack contractor at Revature LLC
- Developed several personal web sites using HTML, CSS, and JavaScript
- Provided full-stack development support at Blue Shield of California (as a Revature contractor)

- Developed an Xbox One game using C# and Unity
- Developed a simple 2D game engine using C++ and SDL2
- Developed several Android smartphone games using C# and Unity
- Worked as a performance capture intern on the Xbox 360 game Alan Wake

ACCREDITATION

Blue Shield of California

Blue Shield of California - Web, 2022-2023

Remote Contractor (Revature LLC)

Quote Generator

Personal Project - Web, 2023

Solo Developer

Image Viewer

Personal Project - Web, 2023

Solo Developer

Vector Blade

Exploding Brain Games LLC - Xbox One, 2019

Solo Developer

Space Shark

Exploding Brain Games LLC - Google Play, 2015

Solo Developer

Munchy Mo

Exploding Brain Games LLC - Google Play, 2014

Solo Developer

Alan Wake

Remedy Entertainment - Xbox 360, 2010

Performance Capture Intern

WORK EXPERIENCE

Software Engineer

Revature LLC - Reston VA (Remote Contractor), 01/2022 - 03/2023

- Updated API security keys at Blue Shield of California
- Worked on web server APIs using Java and Spring at Blue Shield of California
- Worked on web client functionality using TypeScript and Angular at Blue Shield of California

Owner - Solo Game Developer

Exploding Brain Games LLC - Phoenix AZ, 12/2013 - 04/2021

- Developed Vector Blade for the Xbox One game console
- Developed Space Shark for the Google Play Android platform
- Developed Munchy Mo for the Google Play Android platform

Performance Capture Intern

CaptiveMotion LLC - Tempe AZ, 08/2009 - 06/2010

- Calibrated performance capture cameras
- Worked on Alan Wake for the Xbox 360 game console
- Prepared performance capture actors with facial markers
- Processed raw facial performance capture data with animation software

EDUCATION

Associate's

03/2007 - 03/2009

Applied Science in Computer Aided Drafting and Design

Bachelor's

03/2009 - 03/2011

Computer Science in Digital Entertainment and Game Design

LINKS

[Blue Shield of California](#)

[Quote Generator](#)

[Image Viewer](#)

[LeetCode](#)

[Vector Blade](#)

[Alan Wake](#)

[GitHub](#)