

Web Development

Game Development

SKILLS

Languages

HTML, CSS, JavaScript, TypeScript, Java, SQL

Engines - Frameworks - Libraries

NodeJS, ExpressJS, Spring, Angular

Languages

C, C++, C#

Engines - Frameworks - Libraries

Unity, SDL2

ACCOMPLISHMENTS

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

- Built an Xbox One game using Unity and C#
- Built a 2D game library using C++ and SDL2 for Linux
- Built several Android smartphone games using Unity and C#
- 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

- Managed API security keys
- Contributed to the development of web server APIs using Java
- Contributed to the development of web clients using Angular and TypeScript

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
- Prepared performance capture actors with facial markers
- Processed facial performance capture data with animation software
- Contributed to the development of Alan Wake for the Xbox 360 game console

EDUCATION

Associate's

ITT Technical Institute
03/2007 - 03/2009

Applied Science in Computer Aided Drafting and Design

Bachelor's

ITT Technical Institute
03/2009 - 03/2011

Computer Science in Digital Entertainment and Game Design

[GitHub](#)

[LeetCode](#)

[LinkedIn](#)

[Vector Blade](#)

[Moby Games](#)

[Image Viewer](#)

[Quote Generator](#)