
Selected Game Projects

Project Ether

Apr 2023 — Sept 2023

AI Programming, System Administration

- Implement Guard AI using Unreal Behavior Trees and Blueprints
- Created flexible AI Patrol Path editor tools which sped up level design iteration
- Hosted and administrated team Perforce server
- Manage programming team of 3 using Airtable

Curve Pong — Ludum Dare 51

Sept 2022 — Oct 2022

Programming, UI/UX, SFX

- Core systems programming in Unity using C#
- Design, implemented, and styled UI
- Created in 72 hours with 3 team members

Sling and Fling

Oct 2022 — Nov 2022

UI Programming

- UI design and implementation in Unity
- Communicated and collaborated with team of 13 people in 5 departments
- Used Git and Trello for effective development and organization

Detective Game (Unreleased)

June 2022

Solo Project

- Designed and implemented dialogue and interrogation system in Godot
- Accessibility design and implementation including localization tools and font customization
- Supported branching paths, questions, and text styling with BBCode

Various Custom Maps

2016 — 2020

Level Designer

- Organized playtest sessions and iterate design based on feedback
- One was featured on Counter Strike's workshop front page with 14000 downloads
- Created with Hammer for Counter Strike / Team Fortress

Activities

Video Game Development Club — Programming Officer

Spring 2023 — Present

Teach programming topics such as procedural generation, architecture fundamentals, and tools such as Unity and Godot. Mentor club game projects and organize club events.

Cybersecurity Club

Fall 2021 — Present

President
Internal Vice President
Secretary

Spring 2023 — Present
Fall 2022 — Spring 2023
Fall 2021 — Spring 2022

Host workshops to teach cybersecurity skills such as network analysis, web exploitation, etc. Host competition environments for over 50 members. Organize and delegate tasks to board members. Facilitate collaborations between university organizations.

Gaming for Impaired Players — Undergrad Research

Fall 2021 — Present

Develop and test novel devices for interacting with digital environments. Research use cases for impaired players and fine motor skill training.

Skills

Programming

C++, C#, C, Java, GDScript, Python, Lua, Unreal Blueprints

Tools & Software

Unreal Engine, Unity, Godot Engine, Perforce, Git, Airtable, Trello

Languages

Native English, Beginner French

Education

University of California Irvine, Bachelors in Computer Science

2020 — Expected Graduation 2024

Computer networks specialization in the Computer Science program. GPA of 3.407.

Inderkum High School, International Baccalaureate

2016 — 2020

Graduated with an IB Diploma, Summa Cum Laude, Golden State Seal Merit Diploma, and a GPA of 4.692.