

Education

Drexel University

Master of Science in Digital Media

- Accelerated BS/MS Program

Bachelor of Science in Digital Media

- Magna Cum Laude, Honors with Distinction

Philadelphia, PA

June 2013 (**GPA: 3.69**)

June 2012 (**GPA: 3.86**)

Honors and Awards

- Research Poster at SIGGRAPH Los Angeles, 2013
- Adobe Design & Achievement Awards Semifinalist, "Spirit of the Virginia: Prologue," 2012
- Antoinette Westphal Dean's Merit Award for Research Day, 2012
- Drexel University Dean's Scholarship, 2008-2013 / Dean's List, 2008-2012

Computer Skills

Design/Development: Autodesk Maya, Unity, UDK, Massive, Adobe Photoshop, Illustrator, Dreamweaver, and Flash

Compositing: The Foundry's Nuke, Adobe After Effects

Programming: Microsoft Visual Studio, Eclipse, MonoDevelop; C++, C#, Java, HTML, CSS, JavaScript, ActionScript, Python

Experience

GLIDE Lab at the Drexel School of Education

Philadelphia, PA

Mobile Developer

June 2013 to Present

- Primary development position on an ongoing education game project
- Collaborating with the Barnes Foundation
- Targeting iOS devices, with secondary development considerations for other platforms

Drexel University

Philadelphia, PA

Exploring Asymmetrical Gameplay across Heterogeneous Devices [Thesis]

September 2012 to June 2013

- Defined terminology for heterogeneous game design methodologies
- Investigated multiplayer game development in a multi-platform environment
- Accepted to present research work at SIGGRAPH and Research Day 2013

Beyond Ink LLC

Philadelphia, PA

Lead Developer, Vice-President, Treasurer

November 2011 to Present

- Developed all code for "Spirit of the Virginia: Prologue," an interactive iPad storybook application
- Collaborated on story design and artistic design and direction for user interface considerations
- Released "Spirit of the Virginia" to the Apple App Store

Environmental Tectonics Corporation (ETC)

Southampton, PA

Multitouch Developer

March to September, 2011

- Created a multitouch, multimedia presentation tool for ETC sales / trade show use
- Designed software to power ETC Orlando's multi-monitor media lobby display
- Participated in design meetings with the ETC Creative Visualization Lab

Relevant Coursework

Gaming Workshop I, II

Computer Animation I, II

Web & Mobile App Development

Graduate Gaming I, II

Digital Matte Painting

Computer Programming I, II