

Summary

I am a dedicated developer with a passion for building fun and entertaining experiences for players. I can quickly learn and use new languages, tools and software when needed, and I am great at adapting to new environments and workflows.

Projects

Gordon Yasmar:

Saviour of the Sunken Civilization2018

Unity 3D

Programmed all mechanics for a parody role playing game that was a successor to Gordon Yasmar: Master of the Gauntlet. In addition to programming the game, I managed a team of 5, and made all of the game's animations.

Project Make it Mine2016

Unity 3D

Worked with multiple teams to develop a real time vehicle configurator to be used in web browsers.

Gordon Yasmar:2016

Master of the Gauntlet

Phaser, HTML 5, JavaScript, PHP

Led a team of developers in creating a game with RPG mechanics that was intended to be played in web browsers. I developed the game's battle system, leveling system, and procedurally generated dungeons as well as the art assets for the game.

Education

Bachelor of Applied Science in
Digital Animation and Game Designest May 2019

Ferris State University - Big Rapids, MI

Work Experience

Centenary University2018

Computer Science and Game Design Instructor

Taught Computer Science and Game Design for the Centenary Summer Scholars program at Centenary Univeristy in Hackettstown, New Jersey.

Self Employed2015-Present

Programming Tutor

Assisted students in lower level programming courses in developing their programming skills by teaching them basic programming concepts and problem solving techniques.

Family Video2014-2018

Store Manager

Trained and mentored a team of employees while using problem solving and management techniques to accomplish weekly tasks assigned to the store by the Family Video Home Office.

Skills

Languages

C#

JavaScript

Java

C++

Development

Programming

Prototyping

Debugging