

Professional Profile

Dedicated programmer with a passion for learning and solving the unique problems of game programming. Experienced member of the technical field with excellent communication and soft skills, looking to join a team to contribute and continue growth as a professional programmer.

Skills

Languages: C++, C#, Java, SQL, XML, XPath, GLSL

Tools: Unity3D, Visual Studio, OpenGL, git

Work Experience

Academy of Interactive Entertainment (AIE), Technical Lead, Programmer (2014 – 2016)

Worked in studio like environment to develop video game prototypes, studied all core concepts of computer science and additional concepts focused on usability and design for interactive applications; including,

Projects:

- Lead programmer and Technical director for *Gacha Town*, a mobile collections game. Primarily responsible for project management, production, and programming backend systems. Worked with a small mixed team of artists and programmers.
- Worked in two-man team under an iterative development cycle to produce *Versi World*, a physics based pc game. Responsible for versioning and task distribution as well as implementing primary mechanics.
- Collaborated with artists to develop *Question It*. Responsible for contributing to design, communicating with art pipeline, implementing backend systems, 2D sprite animations and enemy artificial intelligence.

Kaio Interactive LLC, Programming Intern (2015 – present)

Contributed to project *Magic and Magnums*. Implemented pathfinding in environments dynamically defined by moveable media within an interpretive projector system. Shown at GDC 2016.

Copious Love Productions, Programming (2015)

Developed tool for data conversion between various data formats (Excel to XML) across cloud storage. Tool developed to meet specifications for live virtual augmentation of theatrical sets for *Codename: Kansas*.

Microsoft, Software Developer Engineer in Test (1999 – 2003)

Single tester responsible for testing the XPath implementation in MSXML library. Designed and implemented test cases, created and tracked bug reports, and collaborated with developers to address concerns.

Volt Technical Services, Test Lab Manager (1998 – 1999)

Worked on Microsoft campus managing the test lab for the MSXML team. Setup and maintained computers of various platforms and operating system versions. Operated and maintained proprietary testing framework.

Education

Academy of Interactive Entertainment, Seattle WA (2014 – 2016)

Advanced Diploma of Professional Game Development Programming

ITT Technical Institute, Tukwila WA (1992 – 1994)

Completed 7 of 8 quarters towards Associates Degree in Electrical Engineering