

## Education

**University of Texas at Austin - Denius-Sams Gaming Academy**  
Video Game Management 2016

**Rochester Institute of Technology**  
BSc Game Design and Development 2015  
Specializations in Music and Free and Open Source Software

## Summary

Seeking an entry level job in the games industry, where my technical skills and team-focused attitude can push the team towards success.

## Skills

**Languages:** C++/OpenGL, Javascript / Canvas / WebGL, C#, PHP, Ruby, Cucumber, Python, HTML / CSS

**Software:** Unity, Visual Studio, Sublime Text, Unreal 4, VIM, Photoshop CS6

**Productivity Applications:** GitHub, Perforce, Slack, Trello, JIRA, Office/Drive Suites

**Project Management Methodologies:** Agile-Scrum, Kanban, Waterfall

## Work Experience

### Denius-Sams Gaming Academy

Programmer

Sep 2015 to Current

A post graduate program where students learn how to be successful leaders and managers in the games industry while working on an unannounced project. Work daily with Warren Spector and other industry leaders to learn about creating great games and teams. One of the twenty people selected for this leadership training program, with a personal focus on programming and production.

### MAGIC Spell Studios

Associate Producer & Programmer

Sep 2014 to May 2015

Led meetings, timelines, managed the GitHub repository as the Build Master, and reported up to the advisors and sponsors. Used agile-scrum methodologies. Created and presented pitches to industry contacts, as well as manned our booth at GDC 2015. Released Splattershmap on Windows store and various other platforms. Can be found at [splattershmap.rit.edu](http://splattershmap.rit.edu)

### Rochester Institute of Technology

Rochester, NY

Web Development Intern & QA Analyst

Aug 2013 to Aug 2014

Worked as a Drupal web developer at my college, working on the web applications team to help develop and deploy web applications. Wrote custom Drupal modules to help faculty understand Drupal's interface. Also managed incoming support tickets relating to the web environment, and creating solutions to these bugs. Worked effectively on the team responsible for eServices. Released [eservices.rit.edu](http://eservices.rit.edu)

### Electronic Gaming Federation (EGF)

Web Engineer & eSports Analyst

May 2015 to Sep 2015

Developed Drupal websites for EGF as well as researched and organized information and statistics for casters and viewers. Visit [media.egfederation.com](http://media.egfederation.com) to see my work. Wrote custom modules in PHP for this website. Developed and created the architecture.

### iD Tech Camps

Los Angeles, CA

Lead Instructor

Summer 2013, Summer 2014

Taught students between the ages of 8-17 how to write code, create 3D models, and design levels. Was the Lead Instructor at the largest iD Tech Camp, helping 20 other young instructors teach their students. Each instructor had 8 students that changed out every week.

### Humans vs Zombies at RIT

President & Game Designer

Sep 2013 to May 2015

Organized, managed and developed the week long game of Nerf tag on RIT campus with over 900 active players in Fall 2014. Created and balanced game missions and objectives. Responsible for making sure players understood the rules of the game. Created and developed the Website, Android and Apple applications. [hvz.rit.edu](http://hvz.rit.edu)

## Activities

Sigma Sigma Sigma - Epsilon Psi, Hackathon Hacker and Mentor, Craft beer enthusiast, eSports Fan (Team Liquid!), Free and Open Source Software lover, Hour of Code volunteer.