

Education ■

Finger Lakes Community College 2015-2017 (anticipated)
B.S. Game Development and Design

Finger Lakes Community College 2013-2014
A.S. Information Systems
3.93 GPA at graduation

Homeschool 2000-2012

Work History ■

January 2015 - Game Developer - (current)
Darkwind Media Henrietta, NY

- Rapidly developing features and optimizing code for high-profile clients while under minimal supervision to improve the utility/performance of selected assets by an estimated 40%
- Scripting vertical slices showcased to several key clients during important events
- Creating intricately detailed design/documentation within various time-frame and creative constraints

Accomplishments ■

- **5 years student game development**, including:
 - self-motivation to release several titles cultivating roughly 10,000 collective plays on Kongregate
 - independently developing a multiplatform commercial release which achieved sales expectations
 - co-authoring innovative and highly praised submissions to several game jams
 - national finalist and New York state winner of BKFK Invent-A-Game challenge
- **Constant academic achievement**, including:
 - 2-term president of Nu Xi division of Eta Sigma Alpha homeschool honor society
 - honored on the Dean's List every semester attended at Finger Lakes Community College
 - awarded FLCC Alumni Association Merit scholarship
 - active member of Phi Theta Kappa honor society
- **2 years formal training in game design and production**, including:
 - extreme familiarity with process of game development, elements of play, and various forms of design documentation
 - training and real-world experience with effective development methodologies and production cycles
- **Extensive experience developing in a team setting**, including:
 - 4 years FIRST robotics experience as lead programmer; earning multiple team awards including 1st place robot performance
 - taking leadership initiative to foster discussion and full involvement on countless college-level group assignments, resulting in the highest grades possible for both work quality and team participation
 - coordinating with asset creators across multiple time zones to complete features by scheduled milestones
- **Active member of AppRochester developer group**