**Skills:**

* **Languages**: Java, C++, C#, HTML/CSS, some familiarity with JavaScript/jQuery, AJAX, SQL
* **IDE**: Eclipse, Visual Studio 2013
* **Software**: Microsoft Word, PowerPoint, Excel, Project, 3DS Max 2012, Adobe Illustrator
* **Game Engines**: Unity3D
* **Source Control**: Mercurial, Git
* **Operating Systems**: Windows 7, 8, Android, some familiarity with OS X, Ubuntu
* **Debugging**: Some familiarity with JUnit testing

**Projects:**

Goliath (UC Irvine Senior Capstone Project) November 2014 – March 2015 August 2007 – September 2008

*Designer/Animator*

* Assisted art team with art direction and preparing art assets for animation
* Created majority of player animations in After Effects as the main animator
* Produced prototype in Unity that spearheaded level design and game direction

Slicense to Dye (available on Play Store) November 2013 – June 2014 August 2007 – September 2008

*Level Designer*

* Developed and maintained game design document and other documents with design rationale
* Documented level design goals/guidelines and editor features for other designers
* Documented level editor and gameplay bugs on Trello for programmers

Trailblazer September 2011 – June 2012

*Level Designer*

* Documented level design process for each level to share design goals with other designers
* Created 10 levels using custom level editor
* Gathered feedback and implemented changes on levels
* Created instruction manual for final release

**Other Experience/Projects:**

Video Game Development Club – UCI March 2013 – March 2015

*Game Design Mentor*

* Lead a workshop on using Kismet and Matinee in UDK
* Assisted in design workshops hosted by other officers
* Helped maintain equipment in game lab

Global Game Jam 2015 January 2015

* Created a Hotline Miami clone with four other team members
* Designed levels as well as programmed gameplay elements (mainly AI) in Unity

**Education:**

University of California, Irvine September 2011 – March 2015  
 *Computer Game Science, Undergraduate*

* Deans Honor List (Spring 2013, Fall 2013, Spring 2014, Fall 2015, Winter 2015)
* GPA: 3.29