**Skills:**

* Languages: Java, C++, C#, HTML/CSS, some familiarity with JavaScript/jQuery, AJAX, SQL
* IDE: Eclipse, Visual Studio 2012
* Software: Microsoft Word, PowerPoint, Excel, Project, some familiarity with Adobe Illustrator
* Game Engines: Unity3D, some familiarity with Unreal Engine 4
* Source Control: Mercurial, Git
* Operating Systems: Windows 7, 8, Windows Phone 8.1, some familiarity with OS X, Ubuntu, iOS

**Education:**

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

* Deans Honor List (Spring 2013, Fall 2013, Spring 2014)

**Projects:**

Slicense to Dye (available on Play Store) November 2013 – Present 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

The Device September 2012 – June 2014

*Level Designer*

* Collaborated closely with programmers and designers to implement features and fix bugs
* Assisted producer and lead designer in setting design direction and creating levels

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 – Present

*Game Design Mentor*

* Lead a workshop on using the Unreal game engine
* Assisted in design workshops hosted by other officers
* Planned and discussed workshops with other officers
* Helped maintain equipment in game lab