

## WORK EXPERIENCE

**FINOL DIGITAL LLC** | Houston, TX

August 2017 - Present

*Entrepreneur/Owner*

- Conceptualized, developed, and released the Card Game Simulator (CGS) application, which allows users to play out card games on their Android and iOS mobile devices.
- Built upon Unity's UI tools to create a system to easily manage virtual cards.
- Developed and publicly documented on GitHub Pages a system by which users write JSON to define their own cards to import and use within the application.

**HEWLETT-PACKARD / HP INC.** | Houston/Austin, TX

*IT Developer/Engineer*

July 2012 - July 2017

- Upgraded Supplier Portal (SP) website design to modern branding standards, requiring updates in the Oracle Database, Apache and Tomcat/Struts server config, and OpenText Portal config.
- Enhanced a web application by adding sort, filter, and large export-to-Excel capabilities. Changes were made through Vaadin for the UI and through Hibernate for the MS SQL Server database.
- Supported the Supplier Relationship Management (SRM) and Polydyne applications by troubleshooting issues that arose within their WebLogic and Apache/Tomcat environments.
- Migrated the production environment for the Polydyne and Direct Procurement Solution Suite (DPSS Ariba) applications from HPQ network space to HPI network space.
- Supported the DPSS Ariba application by validating data loads into the SAP Ariba system and developing AML, Java, and Linux Shell code to enhance the reports generated for the business.

## GAME PROJECT EXPERIENCE

**CRUCIBLE** | Team: Waterford Media (7 people) | Role: Producer & Lead Programmer

Crucible is a 2.5D stealth platformer where you must escape a futuristic city filled with enemy robots

- Implemented gameplay mechanics, featuring pathfinding with A\* graphs, custom shader to indicate stealth, dynamic background audio, and a unique control scheme for mobile devices

**HOMEBOY** | Team: Stretch Goals (6 people) | Role: Programmer

Homebody is a 2.5D puzzle game where you control sound waves to push a character outside

- Completed puzzle-oriented Unity physics setup at Global Game Jam Austin 2018

**ROMSKIP SAGA** | Team: Fuzzy Pixels (6 people) | Role: Programmer

Romskip Saga is a 2D brawler where you use viking powers to escape the planet you crashed on

- Used Unity Asset Store tilemap tool to layout level and defined movement & combat mechanics

## EDUCATION

**THE UNIVERSITY OF TEXAS AT AUSTIN**

*B.S. Computer Science*

August 2014

- Business Foundations Certificate
- Computer Science Game Development Certificate

## SKILLS

- Expert with the Unity Game Engine, including experience with C# 6 (.NET 4.6 Equivalent), Mecanim, UNet, and the UI tools.
- Expert in Java Enterprise Application Development, including experience with Apache Struts and Spring Boot.
- Adept with C++, including experience with SDL\_net and the Ogre Graphics Engine.
- Knowledgeable of web application back-end technologies, including SQL, Perl, Python, HTML, CSS, Javascript, and Linux Shell scripting.
- Familiar with Agile development methodology, including experience with Atlassian Jira.
- Fluent in Spanish.