**Professional Summary**

Experience Software Programmer with 15+ years experience developing 3D Simulations, Serious Games, XR/AR/VR content for commercial use. Excited about focusing career path on game development. Skills with a wide variety of platforms and languages with a commended ability to learn, adapt and transition quickly. Touching several commercial/private sectors including gaming, military, government, medical, industrial, and education. Passionate about new opportunities to expand skillset within a growing company and provide support to a diverse team.

Skilled Technical Lead with 15+ years’ in-depth knowledge of 3D Simulations, Serious Games and XR/AR/VR excited about focusing career path on game development. Expert in a variety of languages, platforms and tools with the commended ability to learn, adapt and transition quickly. Experience in various sectors such as gaming, military, government, medical, industrial and education.

**Technology Summary**

* Languages: C#, C++, PHP, JavaScript, HTML, SCORM, Python, CSS
* Software: Windows, Unity 3D, Maya, Blender, Adobe Creative Cloud Suite, GitHub, Tortoise SVN, Jira, Microsoft Office, Visual Studio 2015+,
* Gameplay Programming: Implementation of systems including character controllers, save/load, import/export, item spawning, tutorial walkthroughs, random/dynamic events, achievements, character customization, and quest logic
* UI Programming: Created custom UI interactions as needed for gameplay such as inventory menus, character customizations, lobby screens, and game settings menu
* Networking: Photon, UDP,TCP/IP, Netcode for GameObjects
* Target Platforms: Windows Executable, Android, iOS, WebGL

**Professional Experience**

***KALEIDOSCOPE INNOVATIONS – Blue Ash, OH***

Technical Lead, 2019 – Present

* Promoted from Senior Software Developer to Tech Lead in October 2022
* Technical expert in Unity and C#, troubleshooter, and process improvement coordinator while also acting as trainer/mentor to an inspired team I helped develop
* Provide accurate work estimates, build proof-of-concept features quickly and efficiently, and write technical design documents
* Plan and track progress of sprints in Jira, debug and profile existing code and participate in code reviews to ensure a high quality product
* Implement new features and enhancements for ongoing updates
* Collaborate and effectively communicate with cross functional teams and management
* Manage shifting priorities and maintain best practices with the use of Agile and SCRUM methodologies
* Self-motivated to research new technologies to incorporate in current and future projects
* Developed and maintained complex system for program use, iterating for best user experience possible

***DESIGNING DIGITALLY – Franklin, OH***

Lead Programmer, 2009 – 2019

* 10+ years of Unity and C# experience; using game mechanics to drive user engagement in training simulations and serious games
* Plan, develop, test and maintain E-Learning, 3D Simulation, Serious Game content
* Provide accurate work estimates, build proof-of-concept features quickly and efficiently, write technical design documents, debug and profile existing code

**Education**

***ART INSTITUTE OF OHIO-CINCINNATI – Mason, OH***

AS in Interactive Media Design, 2007 - 2009

* President of the Video Game Club – Discussed game dynamics and tutored a group of students outside class in the fundamentals of programming
* Top in class; hired by Professor within his own company (Designing Digitally) for contract work during college and then full time after graduation