**Professional Summary**

Skilled Unity Developer with 15 years’ in-depth knowledge of Unity and C# passionate about focusing career path on game development.

**Skill Summary**

* **Software:** Windows, Unity 3D, Maya, Blender, Adobe Creative Cloud Suite, GitHub, Tortoise SVN, Jira, Microsoft Office, Visual Studio 2015+
* **Platform/Devices:** Desktop, Mobile, WebGL, Meta Quest 1-3, Hololens 2, HTC Vive/Vive Pro
* **Programming:** character controllers, save/load, import/export, item spawning, tutorial walkthroughs, random/dynamic events, achievements, character customization, quests, DOTS, inventory, URP, HDRP, custom game settings
* **Networking:** Photon (PUN), UDP,TCP/IP, Netcode for GameObjects

**Personal Experience**

***DCGO – Unity - Card Game Simulator***

Lead Developer, 2024 – Present

* Developed deck editing and saving system.
* Created several card effects for new sets as they released.
* Produced a roadmap for schedule of new cards and features.
* Built several editor components for easier development.
* Worked with profiler to optimize bottle necks in code.
* Managed a small group of developers on deadlines, worked on project solo early on.
* Public announcement video: [video](https://www.youtube.com/watch?v=IhIm6k9Rr4w)

**Professional Experience**

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

Technical Lead, 2019 – Present

* Technical expert in Unity and C#, troubleshooter, team lead, and mentor.
* Built/worked on 10+ projects ranging from desktop applications to VR training games.
* Created editor tools for faster implementation of assets and features.
* Created functions and algorithms for run time level creation.
* Progress tracking/saving data with the use of custom database PHP and JSON formatted files.
* Run time import of file formats including CAD, GLTF, FBX, MP3, MP4.
* Worked with team on Agile methodology, Jira ticket tracking, and code reviews.

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

Lead Programmer, 2009 – 2019

* Use of PUN to create a multiplayer RPG for knowledge sharing and training purposes.
* Custom built AI for NPC and complex dialogue trees.
* Successfully connected Unity to an external VoIP system via JavaScript calls.
* Worked to turn written storyboards into captivating cut scene animations.
* Built 5+ enterprise level games for desktop/mobile.
* Worked with Artists and 3D Modelers to provide engaging user experiences.

**Education**

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

AS in Interactive Media Design