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EXPERIENCE

INFESTSTATION [Atom Switch, Inc.]

Remote

Senior Gameplay Engineer

Apr 2023 - Mar 2025

- Outlined and Designed enemy AI from documentation to deployment, later incorporated into an experience director
- Developed Mission System Framework to work in tandem with procedurally generated levels
- Optimized network and draw calls by recording and analyzing trace data then patching appropriate systems
- Developed audio system from the ground up with the audio director, covering global, spatial, and foley, with a test environment
- Implemented pre/post-game multiplayer lobby allowing join, leave, start, ready, and game summary

Flight School Studio

Remote

Interactive Developer

Apr 2020 – Feb 2023

- Designed and implemented gameplay, input, and character systems across projects for smooth player interaction
- Developed scalable, modular systems to adapt to evolving requirements and client feedback
- Provided on-site technical support, debugging, and seamless patching for live installations
- Playtested internal projects, including *Stonefly* and unannounced titles, providing detailed feedback

The Boeing Company

Philadelphia

Senior XR Developer

Mar 2016 – Mar 2020

- Crafted networked and standalone applications and games across diverse platforms for training, education, and simulation
- Developed VR game for Oculus and Vive, showcasing Boeing's Echo Voyager and marine initiatives with DISCOVERY Education
- Designed system architecture and storyboards for a Mars VR educational game, iterating with DISCOVERY Education team
- Created interactive experiences, including rover repair and Martian agriculture simulations

Shadow Circuit [Drexel University]

Philadelphia

Project Lead

Feb 2016 – Mar 2017

- Developed core gameplay mechanics in C++ for Unreal Engine 4, including anti-gravity based movement and scoring systems
- Engineered AI behavior, platform mechanics, and interactive UI elements to enhance player experience
- Implemented and refined orbital mechanics for the Gravity Whip system with input from Drexel's math department
- Awarded Drexel University's "Best VR Experience" and Distinguished Engineering Project Achievement Award

ECFMG

Philadelphia

Junior Programmer

Feb 2015 – May 2015

- Collaborated in an agile team with two-week sprints, handling planning, task breakdowns, reviews, and retrospectives
- Developed internal applications for millions, owning tasks from planning to deployment and iterating with QA for stability
- Adapted to diverse codebases and technologies, contributing to multiple projects and large-scale system overhauls

Skyless Games Studios

Philadelphia

Game Programmer

Mar 2014 – Apr 2015

- Implemented new assets from artists and integrated new technologies and libraries into multiple titles
- Designed point and click mechanics from scratch to work alongside Unity animation framework
- Integrated audio and lighting into multiple scenes working alongside lead designer and narrative engineer

EDUCATION

DREXEL UNIVERSITY

Philadelphia

Bachelor of Science; Major in Computer Science (Game Concentration, Artificial Intelligence Track)

2012 - 2017

ADDITIONAL INFORMATION

- **Community Involvement:** Indie City Games (Chicago), Game Industry Gathering (GIG), Amir Satvat's Games Community, Twitch Software and Game Development
- **Technical Proficiencies:** C++, C#, Python, Unreal Engine (4+ years), Unity (11+ years)