

**8 years experience with Object-Oriented Programming**  
**8 years experience with Game Development**

## Key Skills

C, C++, C#  
Java  
Javascript/TypeScript  
Node.JS

Unity Engine  
Unreal Engine  
Phaser 3  
Arduino / Raspberry Pi

Git  
Perforce  
SVN  
CI/CD

## Professional Experience

### WAYFORWARD TECHNOLOGIES — VALENCIA, CA

#### Software Engineer — AUGUST 2021 - JANUARY 2024

- Spearheaded development of Augmented Reality (AR) experiences for Disney Cruise Lines.
- Pioneered the development of immersive live physical prop experiences for Disney Cruise Lines.
- Engineered captivating digital signage experiences Disney Cruise Lines.
- Led development for an AR puzzle game app for an internal pitch within Disney.
- Contributed to the digital signage and mobile app for Carnival Cruise Lines.
- Contributed to the Mario Kart ride section of the app for Super Nintendo World Hollywood.
- Game development on various 2D platformers and 2D "beat-em-up" styled video games.

### THE REUNION COMMITTEE — NEWHALL, CA

#### Web Developer — JUNE 2017 - FEBRUARY 2019

- Produced dynamic digital content across various media formats.
- Orchestrated web development of the website and served as the webmaster using WordPress.
- Collaborated closely with clients on their media to bring their visions to life.

### ACTIVISION | BLIZZARD — SANTA MONICA, CA

#### Quality Assurance — APRIL 2015 - OCTOBER 2015

- Isolated and solved bugs and errors in code in Call of Duty: Black Ops III.
- Invited to the QA Manager's personal team to work alongside the superiors in the department.
- Thorough use of Excel to keep smaller teams organized.

## Educational Experience

### GAME DEVELOPMENT (UNITY PROGRAMMER CERTIFICATION), FALL 2020

UNITY TECHNOLOGIES & CERTIPORT — Online

### COMPUTER SCIENCE (COMPUTER SCIENCE DEGREE), FALL 2016 – SPRING 2020

COLLEGE OF THE CANYONS — Santa Clarita, CA

#### CONTRIBUTIONS:

- **COC - President of Computer Science Club:** Leadership, project management as well as task delegation and appropriate project pairing. Lead programming and taught newer members the basics of software development while helping them accomplish their tasks.
- **COC - Treasurer of Association for Computing Machinery:** Handled money, contributed programming expertise to club projects, as well as performed general officer roles.
- **COC - Treasurer of Digital Animation Club:** Handled money, contributed 3D models and animation to club projects, sourced animation works for general study sessions, as well as performed general officer roles.
- **COC - Member of Engineering Club:** Lead group projects for contests and events. Gave presentations to the club and to the college's MESA Lab on behalf of the club. Winner of COC's Fall 2018 Arduino Competition.