

## SKILLS

Java  
C#  
TypeScript  
JavaScript  
Python  
CSS  
NoSQL  
MySQL  
C++  
Multi-Threading  
Unit Testing

## FRAMEWORKS

Unity  
Android  
iOS  
Oculus  
Angular  
Spring  
Serverless  
AWS  
EC2 -  
S3 -  
Load Balancing -  
Lambda -  
DynamoDB -  
RDS -  
API Gateway -  
SageMaker -  
CloudFront -  
CloudWatch -

## SOFTWARE

IntelliJ  
Rider  
Eclipse  
Git  
Node  
Docker  
Jenkins  
Tomcat  
Slack  
Jira  
Confluence  
Visual Studio  
New Relic  
Adobe CC  
Illustrator -  
InDesign -  
Photoshop -  
Premiere -

## PROFILE

Full stack developer with 15 years of experience building web, game, and backend platforms. Helped start a company and spent 9 years as lead developer working on all parts of a large multi-framework platform. Looking to join a meaningful development team to provide a vast array of development skills.

## WORK EXPERIENCE

### Self Employed - New York, NY

Game Developer | 2022 - Present

- Working as sole developer, artist, and designer, building the game from the ground up.
- Developing Angular-based puzzle game that mixes document mystery and ancestry research. The main character uncovers the root cause of a family curse while trying to find out how to stop it from happening to her. Give it a try [here](#) or see the original Unity code [here](#).

### Sciolytix (formerly Selleration) - New York, NY

Lead Product Architect | 2013 - 2022

- Starting as a single-person development team, built the flagship product Uptick from the ground up. Uptick is a simulation training platform built in Java, Unity, Oculus, iOS, Android and Angular.
- Acted as system administrator keeping all services running on a variety of Amazon services (EC2, S3, Cloudfront, RDS, DynamoDB, Lambda, and more).
- Communicated directly with clients, assisting in technical support, design, and product installation.
- Collaborated with the leadership team to build goals for the development team.
- Developed machine learning pipeline used to predict success of users.

### Kuma Reality Games - New York, NY

Developer | 2011 - 2013

- Worked on a social media platform called ScatterRadio which allowed users to record and stream audio messages. Worked primarily in Flash, Unity HTML, MySQL, and PHP.

### BrandGames - New York, NY

Lead Developer | 2009 - 2011

- Developed marketing and training games for a variety of Fortune 500 companies, working primarily in Flash, HTML, Unity, SCORM, and ASP.net.

### Rebel Monkey - New York, NY

Game Developer | 2008 - 2009

- Developed Java servers for a variety of multiplayer Flash games hosted on early Amazon EC2.

## VOLUNTEERING

### Tech for Campaigns

Frontend Developer | 2018 - Present

- Working on an all-volunteer team, setting up WordPress sites for grassroots political campaigns.
- Train new volunteer frontend developers.

### Showing Up for Racial Justice, NYC Chapter

Communications Volunteer | 2020 - Present

- Help manage communications to more than 23,000 members through the EveryAction CRM.
- Train new volunteers on how to use EveryAction and communicate with membership.

## EDUCATION

### Rensselaer Polytechnic Institute - Troy, NY

Bachelor of Computer Science | 2008