
Relevant Experience

Independent Game Developer, *Unincorporated*

Feb 2019 - Present

- For the last 3 years I have been independently developing a 2D video game targeted for PC using Construct 3.
- Pitched and presented to publishers, securing a contract and more development funding.
- Designed and built complicated and interconnected gameplay systems with modular principles.
- Outsourced assets and managed freelancers to develop art and audio assets.
- Conducted playtests and documented player feedback.

QA Tester, *Bethesda Softworks*

June 2017 – Feb 2019

- Followed and designed test plans to identify bugs on *Fallout 76*, *Dishonored: Death of The Outsider* and *Wolfenstein II: The New Colossus*.
- Worked embedded with developers to provide rapid QA support for high priority issues on *Fallout 76*.
- Documented bugs via Hansoft and TTP while detailing the issue and reproduction steps concisely.
- Creatively playtested using an analytical approach to find severe issues across game systems.
- Reported high-quality, detailed feedback on various game problems.
- Conducted hardware specific test cases on various computer configurations.

Sole Proprietor, *Reflexions LLC*

September 2014 – May 2017

- Solely produced, designed, developed, and tested a variety of 2D HTML5 video games from conception through release, collectively amassing over 3 million total plays.
- Worked on multiple freelance projects to create mobile web games, constantly collaborating with clients to identify and implement new ideas.
- Published projects through platforms including Steam, The App Store, and Google Play.
- Negotiated and licensed multiple IPs to publishers, accumulating over \$18K net profits.

Professional Skills

- Game Design and Development
 - Development, documentation, and implementation of game ideas, concepts, and systems for personal projects and for clients. Strong understanding and history with games.
- Experienced Video Game Tester
 - Rapid, iterative testing experience through independent game development and freelance work. Nearly 2 years of professional QA. Experience gathering player feedback.
- Web Development
 - Familiarity with UI / UX principles, and experience with core tools of website building: HTML, CSS, JavaScript. Entry level back-end experience with MongoDB.
- Management and Organizational Skills
 - Regular use of Notion, Hansoft, Test Tracker Pro, Jira, Confluence, Office Suites, etc, to manage and track projects/assignments.
- Interpersonal skills
 - Experienced in escalating issues, clarifying concepts, and teaching others in a team oriented environment. Aptitude for quick learning.

Education

Code Immersives

August 2021 - Present

- Full Stack (MERN) Web Development: August 2021 - Present

Praxis

Jan 2017 - May 2017

- Praxis is an intensive personal and professional development program for young adults seeking to join the workforce early.

James Madison University

Computer Science – Sept 2014 – June 2016

- Studied CS while at JMU, ultimately leaving to pursue education and experience more in-line with personal and professional interests.
- Member of Society of Entrepreneurs; collaborated with other students interested in startups and business development.

Colonial Forge High School, Stafford VA

Advanced Studies Diploma – 2014