
EMPLOYMENT

Game Developer **Pocket Talos LLC** **June 2019 - Present**AutoKnight (in development and published under **Iron Horse Games**)

- Designed and programmed all mechanics and features. *C#, Unity*
- Managed scrum notes, sprint reviews reports, and development blogs.
- Worked closely with the publisher and QA testers to ensure new features were designed and executed well.
- Integrated communication between cloud-based servers, web services, and front-end systems.
- Built an anti-cheat system that encrypts save data and detects data tampering.

March 2019 - June 2019,
January 2020 - Present**Technical Game Developer Intern****Brain Game Center**

- Built several variations of a psychological test that assessed visuospatial short-term working memory that helped train 30,000 people on working memory to understand individual differences in interventional needs. *C#, Unity*
- Refactored a psychological test's tutorial slides to utilize image and text components to render the slide rather than being a single poorly unscalable and unmaintainable picture
- Coordinated with mentors to ensure new features followed design specifications.

EDUCATION

Riverside, CA**University of California, Riverside****Fall 2017 – June 2021**

- B.S. in Computer Science, June 2021 (Dean's List)
- Undergraduate Coursework: Data Structures and Algorithms; Software Construction; Software Engineering; Virtual Reality; System Administration; Machine Organization and Assembly Language; Linear Algebra; Database Management, Software Testing & Verification

TECHNICAL EXPERIENCE

Projects

- **Incrementum** (July 2019 - Present). A set of tools geared towards assisting game developers with a variety of tasks for incremental / idle game development. Provides formulas and iterative models of a variety of incremental / idle game progression systems as well as a robust numeric library that supports multiple notations. *C++, SDL*
- **Schedule It!** (October 2019 – December 2019). A scheduling web application for time management, and coordinating meetings. You can create events, invite friends to your events, and join other events! *React, Javascript, Firebase*
- **Unconventional Space** (March 2019 – May 2019). A 3D VR puzzle game involving manipulating the user's perception of space to simulate non-euclidean geometry, creating these seemingly impossible illusions. *C#, Unity, Oculus*
- **Runescape Bot** (March 2018 – May 2019). Created an automation program for the game that simulated human interaction while completing specific tasks at a reasonable speed. *C++, SDL, OpenCV, TensorFlow*
- **Tanks AI** (April 2019). Developed a dynamic AI bot for the Unity Project *Tanks* whose behavior and difficulty is based on the actions the player takes. *C#, Unity*
- **Pac-Man** (Jan 2019). Developed my own game engine with custom ghost A.I. *C++, SDL*

Languages and Technologies

- C++; C#; SQL; Java, Javascript; Bash; Python
- Unity; SDL; XML; Oculus, SFML; OpenCV; OpenGL; Unreal Engine; TensorFlow; Firebase; AWS; GameSparks; PlayFab; React; Github; Balsamiq; Unity Ads; Facebook Ads; ironSource; AppsFlyer

Other

- Created a Discord bot for my server that moderated conversations, delivered notifications, and scheduled events.