

## Education

### Rochester Institute of Technology

Rochester, NY

*Bachelor of Science (Honors) in Game Design and Development; GPA:3.59*

Dean's List - Fall 2013, Spring 2015, Fall 2015 ——— Graduation - September 2016

## Experience

- **Draper Laboratory** June 2015 – August 2015  
*Student Undergraduate Engineer* Cambridge, MA
  - Designed and prototyped Augmented Reality user interface for researching efficient presentation of complex data to soldiers in the field
  - Created two simulations demonstrating the usefulness of UI designs, in both Unreal Engine 4, and Unity via the Oculus Rift and Atheer Air devices
  - Collaborated with CMU Human Computer Interaction graduate students on similar project, giving feedback on simulation, and applying lessons from simulation in user interface designs
- **Lively** January 2016 – Present  
*Team Hackathon Project* iOS App Challenge
  - Developed an app for travelers to share their pictures and descriptions with family and friends
  - Conceived and programmed in 4 days for Hackathon at RIT
  - Created iOS and tvOS apps communicating together with Cloudkit
  - Responsible for all code related to the cloud, entire tvOS app, and the Model Classes, Table View, Collection View, and all Cells on the iOS app
  - Presented live demo of App working across platforms to judges and audience
- **Pentagram** August 2015 – September 2015  
*Class Group Project* Game Design and Development
  - Designed and refined social manipulation card game using rapid prototyping concepts and feedback from user testing to guide development
- **KAPOW!** November 2015 – December 2015  
*Class Group Project* Game Design and Development
  - Built a turn based tactical strategy game in the style of Fire Emblem, with full responsibility for the UI
- **RIT Game Developer's Conference Program** March 2016  
*Student Representative* San Francisco, CA
  - Selected as one of 16 students to travel to GDC
  - Submitted documentation detailing project created at Draper Laboratory as significant portion of application.
- **Eagle Scout** March 2006 – March 2013  
*Award and Extracurricular Activity*
  - Achieved *March 2013*; Planned, organized and executed food/item drive for Bethesda Medical Center Fisher House, helping wounded veterans remain with their family during treatment

## Skills

**Languages:** Swift, C#, C++, Java

**Editing:** Visual Studio, Xcode, Unreal Engine 4, Notepad++, Android Studio

**Frameworks:** MVC, CloudKit, WinForms, Design Patterns, OpenGL, GLSL, GLM, GLFW

**Engines:** Unity 5, Unreal Engine 4

**Web:** HTML, CSS, JavaScript, XML, JSON, PHP