

Education

Rochester Institute of Technology

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

Rochester, NY

Dean's List - Fall 2013, Spring 2015, Fall 2015 ————— Graduated May 2016

Experience

- **RIT Center for MAGIC** May 2016 – August 2016
iOS App Developer Rochester, NY
 - Programmed app designed to assist children with medical conditions personify their condition and employ the coping techniques given to them by care physicians.
 - Refined UI Layouts from initial prototypes, refactored project files, and created new screens for better usability.
- **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
- **Lively** January 2016 – February 2016
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
- **Beats Boxing** February 2016 – May 2016
Group Project Casual Game Design
 - Built an Endless Runner in Unity
 - Responsible for Design, UI, and Background Effect
- **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
- **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

Tools: Visual Studio, Unity, Xcode, Unreal Engine 4, Android Studio, Maya, Photoshop

Frameworks: MVC, CloudKit, WinForms, OpenGL, GLSL, GLM, GLFW

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