# Objective

A position in the computer/videogame industry, with particular interest in gameplay programming, game and level design, and esports commentary.

# Education

Clemson University – Clemson, SC BS in Computer Science May 2017

# Experience

**Independent Game Development**

Developed a role playing game and platformer, including UI, level design, mechanics, and player interactions. The game can be seen at: https://drive.google.com/open?id=0Bzt36AOAMzbFWE54eko1bUpRYkk

**Esports commentary**

Esports commentator on Smite, Overwatch, and Rocket League games, including Smite Challenger’s Cup and Super Regionals for Hi-Rez Studios.

## Clemson University May 2013 – August 2013

Worked for Dr. Walt Ligon creating scripts to search processes to kill non-essential processes, and adding in a replication bit to OrangeFS.

# Programming Languages

Proficient in C, C++, Objective-C, Java, and Swift. Some Experience with: Python, Assembly, Prolog, OCAML, and HTML.

# Related Coursework

## CPSC 4160/6160 2D Game Engine Design in C++

C++ and game engine design and development. Code available for viewing at: https://github.com/GoreMiser/CPSC4160-6160

**CPSC 4820 Mobile Device Software**

Used Xcode to produce applications for iPhone and iPad. Applications can be seen at: https://people.cs.clemson.edu/~wrnewbe/cpsc4820/