

Contact Info

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Skills

Programming	<ul style="list-style-type: none"><li>▪ C#, .NET, OOP &amp; S.O.L.I.D.</li><li>▪ GLSL / HLSL, Shaders, Compute</li><li>▪ HTML5 + CSS + JavaScript</li><li>▪ Python, C++</li><li>▪ SQL</li></ul>
Full Stack Experience	<ul style="list-style-type: none"><li>▪ .NET Web Server Back End</li><li>▪ HTML5 + JS Front End</li><li>▪ Responsive UI / UX Design</li><li>▪ API &amp; Service Integration</li><li>▪ Debugging</li><li>▪ Memory Optimization</li></ul>
Data	<ul style="list-style-type: none"><li>▪ Data Transformation &amp; Analysis</li><li>▪ Data Visualization</li><li>▪ Data Trend Analysis</li><li>▪ Database Design &amp; Ownership</li><li>▪ Database Query</li></ul>
Office365	<ul style="list-style-type: none"><li>▪ Outlook API</li><li>▪ SharePoint Site Management</li><li>▪ SharePoint API</li><li>▪ Canvas PowerApps + Connections</li><li>▪ Power Automate Flows</li></ul>
Tools	<ul style="list-style-type: none"><li>▪ Microsoft Office Suite<ul style="list-style-type: none"><li>▪ Excel + Macros &amp; Power Query</li><li>▪ Word</li><li>▪ PowerPoint</li></ul></li><li>▪ Visual Studio, VS Code</li><li>▪ Unity, Unreal Engine, Godot</li><li>▪ GitHub, SourceTree</li><li>▪ AWS S3, Athena, Quicksite</li><li>▪ Google Sheets</li><li>▪ Photoshop, Blender</li></ul>
Realtime Interactive Software Development	<ul style="list-style-type: none"><li>▪ Core Gameplay Systems</li><li>▪ Physical Character Controllers</li><li>▪ Networking</li><li>▪ Network Prediction</li><li>▪ Network Compensation</li><li>▪ Vertex &amp; Fragment Shaders</li><li>▪ Geometry Shaders</li><li>▪ Particle Effects</li><li>▪ Character Animation Controllers</li><li>▪ Realtime Animation</li><li>▪ Immersive User Interface</li><li>▪ GPU Compute</li><li>▪ Volumetric Rendering</li><li>▪ Signed-Distance Fields</li><li>▪ Post Processing</li><li>▪ XR Interaction</li><li>▪ XR Rendering</li><li>▪ XR Deployment</li><li>▪ Mobile Deployment</li></ul>

Overview

I've been **programming for over ten years**, and I am looking for my next real project. For the last four years, I was the **Workforce Management Lead Reporting Analyst** for a large team reviewing advertising content. I initially started at the company reviewing content myself, but soon moved into a Reporting Analyst role where I developed my skills in **database management and automation**. Now, I'm looking for a role where I can take advantage of my decade long journey with **C# and .NET**.

I enjoy seeing the impact of my work, so a role that allows me the flexibility to approach and solve problems for myself and others is a must. I am a dedicated and **quick learner** and I have **strong organizational skills**. I pride myself on my **attention to detail** and **efficiency** in my work, though I also strive for the quality of my work to speak for itself.

While I have deep roots in C# and .NET, I am completely **ready to learn** a new framework, language, toolset, API, service, or anything else necessary to adapt and contribute to your project. I am primarily interested in **Full Stack Developer** roles, **Unity Programmer** roles, and **Data Analyst / PowerApps** roles, but I am open to anything that would take advantage of my experience and allow me to grow.

Professional Experience

WFM Lead Reporting Analyst

Accenture Ltd (on Assignment at Meta) - On Site  
Oct 2020 – Feb 2024 (approx. 4 years)

Responsibilities

- Own the roster for 400+ employees
- Process employee onboarding and attrition
- Track employee issued hardware
- Own and maintain project databases
- Produce regular data reports and forecasting
- Develop internal tools to improve workflow efficiency
- Utilize Office365 to automate workflows
- Communicate ad hoc data analysis
- Use SQL to fetch and organize data stored via AWS
- Ensure data safety and regulatory compliance

About

In this role, I had the opportunity to extensively learn and utilize Microsoft's PowerApps and Power Automate services to rapidly build tools that drive major increases in project efficiency. During this time, I became quite proficient with Excel and Excel's Power Query to transform and analyze large sets of data for reporting. In this role, I benefited from having the freedom to design and develop internal tools to improve the quality of life and effectiveness of team members across the project.

Advertising Content Reviewer

Accenture Ltd (on Assignment at Meta) - On Site  
Nov 2018 – Oct 2020 (approx. 2 years)

Responsibilities

- Review advertiser content and platforms
- Prepare detailed and organized reports
- Work with the team to evolve platform policies
- Identify bad actor policy avoidance trends

About

As a Content Reviewer, I reviewed mobile app advertising platforms and advertising content to ensure adherence to rapidly evolving platform content policies. The teams on the project worked to identify bad actors attempting to bypass those policies and addressed necessary policy adjustments or additions.

Technical Artist – Unity

Tanzle Inc - Remote  
Nov 2014 – Oct 2017 (approx. 3 years)

Responsibilities

- Develop visual effects in the Unity engine
- Produce material and post processing shaders using HLSL
- Produce effect controller scripts using C#
- Develop Augmented Reality effects for the zSpace tablet
- Provide shaders or scripting at request for adjacent projects

About

Working remotely as a Technical Artist for Tanzle was a great early career experience. I was given the opportunity to design and develop visual effect scripts and shaders to meet provided expectations, particularly for 3D visualization for early VR and AR technologies. This opportunity solidified my interest in real-time VFX.