**Education**

Champlain College, Burlington, VT

Class of May 2020

* Bachelor of Science Degree in Game Programming
* 3.790 GPA
* Dean’s list (Fall 2016 - Fall 2018)

**Skills**

Programing in Java, C++, html, css, javascript, C, Bash, C#, php, mysql

Word, Excel, PowerPoint

**Projects**

[Blind Fire](https://www.youtube.com/watch?v=p19fIZZDNJc) (2018), Sole Programmer (C#/UNet/GLSL in Unity Engine)

* Team Size: 6
* Platform(s): Windows/Mac/Android
* Description: Networked co-op shooter bullet hell tower defense

[Don’t Be Afraid of the Dark](https://www.youtube.com/watch?v=1DrN81Lc7B4) (2018), Sole Programmer (C# in Unity Engine)

* Team Size: 4
* Platform(s): Windows/Mac/Web
* Description: Puzzle game for kids overcome their fear of the dark

**Professional Experience**

Whitby School, Greenwich, CT (IT & Networking Maintenance)

June 2016 - August 2016

* Network maintenance to transition to new software protocols.
* Upgraded servers as well as all computers to cloud based interface.

King Low Heywood Thomas School, Stamford, CT (Tutor)

September 2012 - March 2016

* Tutor for computer programming, Physics I and AP Physics C
* Assistant to computer programming teacher
* Built sets, oversaw light and soundboards during school productions.

**Interests**

Rowing, skiing, running, & parkour

Overwatch, League of Legends, and open world single player games