

## EXPERIENCE

### Workinman Interactive

Game and Tools Engineer | October 2016 - Current  
workinman.com

*Client-based game studio in Rochester, NY. Contact me for unreleased or licensed projects not listed here.*

#### Otto the Automaton

Led development on in-house build and workflow automation software for pre and post-processing batch builds of Unity games for multiple platforms and clients. Interfaces with the Slack API for info and commands. Integrates C# hooks for direct processing of builds inside of Unity. Built using Python with Bash scripting.

#### Little Tikes Connected Product Games

Developed engine, Bluetooth, and native iOS/Android/tvOS bridges as well as gameplay for upcoming Little Tikes connected toys. Unity/C# with Java/Objective-C native BLE.

#### Fisher-Price SmartCycle Games

Developed API, Bluetooth, and native iOS/Android/Fire/tvOS bridges as well as gameplay for Fisher-Price Tech City, SpongeBob Deep Sea Exploration, and Barbie Dreamtopia. Unity/C# with Java/Objective-C native BLE.

### Yes And Games

Co-Founder | August 2014 - October 2016  
yesandgames.com

#### Adventure Guild

Social, mobile MMORPG featuring asynchronous turn-based dungeon crawling. Funded by MAGIC Spell Studios at RIT and Kickstarter. Developed in Unity/C# with a Java server built from the ground up by a team of six.

#### Lazer Maze

Procedurally generated infinirunner that challenges the player to dodge lasers that fire to the beat of the music. Developed in Unity/C#, incorporating Game Center and GPGS.

### Music Social, LLC

Game Designer | May 2014 - August 2014  
hearplay.com

#### Hearplay

Massively-multiplayer browser-based and mobile game built to gamify and socialize the music listening experience. JS with PHP backend.

## SKILLS

### Game and Tools Software Engineering

Expert in 2D and 3D game software programming in Unity/C#, C/C++, Java, Objective-C, and Swift. Your neighborhood Git Wizard. Familiar with several IDEs including Visual Studio, XCode, Android Studio. Lover of lightweight editors like Code and Atom. Experience in multiple C/C++ compilers including the Visual C++ compiler on Windows and Clang on Mac OS.

### Networking and Connected Systems

2+ years of experience working on asynchronous and synchronous multiplayer services for games in C# and Java. Experience working in multiple communication protocols including TCP, UDP, WebSockets and more. Over a year of experience working on connected BLE products in C#, Java, and Objective-C.

## COMMUNITY

### Roc Game Dev

rocgamedev.com

Admin and Workshop Coordinator at Roc Game Dev. Social meetups, jams, collaborative projects, workshopping and more.

### MAGIC Spell Studios

magic.rit.edu

Resource and mentor for RIT students that build and publish games with the assistance of MAGIC Spell Studios.

## EDUCATION

### Rochester Institute of Technology

BS, Game Design and Development,  
December 2015 | 3.98 GPA