

I am a team-oriented game developer and avid gamer with superb communication skills. My creative background in audio engineering and music composition has taught me how to approach the iterative game development process as a storyteller. I am a self-motivated problem solver with a passion and curiosity for innovation and technology, currently looking for an inclusive and diverse work environment.

Experience

Game Developer & Level Designer - Champ Select

November 2022

- Collaborated with Lead Game Programmer to design and architect an original game: [Danger Ducks](#)
- Proactively communicated and engaged with team to meet deadlines
- Composed and integrated music for different game states
- Modeled design layout, maps, and diagrams for effective gameplay
- Constructed core level design under time constraints through quick iterations
- Tested and refined systems throughout the development cycle of the project
- Optimize game performance and functionalities according to feedback from QA

Gameplay Programmer - [Snow Way Down](#)

August 2022

- Responsible for gameplay programming from invention and prototyping to full implementation
- Programmed randomized obstacles and power-up spawns
- Implemented health bar mechanic
- Coded score displayed based on time elapsed

Gameplay Programmer - [Don't Die.](#)

August 2022

- Designed fast-pace PC game experience under timeline constraints
- Wrote clear, maintainable, portable code to reveal game objects on click
- Incorporated click and hold for player control

Assistant Director - Fusion

August 2019 - Present

- Implemented company vision by increasing staff by 73% through high quality hiring initiatives
- Collaborated with cross-discipline stakeholders and partners to improve quality outputs and results
- Managed and efficiently tracked 100% of training data for multiple teams and projects
- Improved efficiency of audits and operational systems
- Transformed staff culture positively resulting in an 85 NPS

Education

- **Certificate, Full-Stack Web Developer** at Southern Methodist University, Feb - Aug 2023
- **Unity Technologies Junior Programmer Certification**
- **Unity Technologies Essentials Pathway Certification**
- **Music EC-12 Teaching Certification**
- **Masters in Music Composition** at Texas Christian University, GPA: 4.0
- **BA in Music Theory & Composition** at Texas Christian University, GPA: 3.98

Skills

- Unity Game Engine, Unreal Engine, C#, C++, Python, HTML, CSS, JavaScript, SQL
- Audio Engineering: ProTools, Logic, Sibelius, VSTs
- Source Control: GitHub
- Project Management: Microsoft Teams, Miro, Trello, Slack, Jira
- Public Speaking, Presenting, Organization, Ability to Positively Receive and Act on Feedback