

Skills

C/C++, Python, and FreeBASIC

Git - Fast Version Control

Object Oriented Design

TCP Networking with Windows and BSD Sockets

Optimized Algorithm Implementation (e.g., flow fields, depth sorting, graphics routines and effects, etc.)

Cross Platform Development - Linux and Windows

Software Rendering and 3D Math

Graphics Rendering Optimizing (e.g., clipping, LODs, etc.)

Game Engine Design and Structuring

Game Development Tools - Blender, Gimp, Paint.net, Shotcut, and Audacity

Education and Certifications

High School

2013-2017

Courses in:

Basic Software Engineering

Web Design (HTML, CSS, and JS)

2D and 3D Game Assets

Game Development

GPA: 3.65

Coursera Courses

Python for Data Science, AI & Development

Python Project for AI & Application Development

C for Everyone: Structured Programming

Hands-on Introduction to Linux Commands and Shell Scripting

Introduction to Cloud Computing

Introduction to DevOps

Introduction to Agile Development and Scrum (with Honors)

Accomplishments / Development Experience

Published independent game “Basic Warfare”. This included the design and development of a custom 3D ascii game engine. Also included the creation of all music, art, and game assets.

Lead dev team for “Narnia The Golden Age” a Mount & Blade Warband mod. This involved working with a python module system and learning to use of a range of community tools. Communicated project vision and coordinated work with team and contributors.

Developed and maintained custom inventory management software with barcode indexing and pricing assistance. It also featured POS(point of sale/cash register) functionality.

Created a wide array of small software rendered 3D projects from a polygon modeling program to a 3D voxel game engine with collision detection and resolution.

Developed rotoscoping and skeletal animation software.

“To Face The Bullets” a 2D aircraft simulation game.

“Millicent Choi” an isometric stealth game project.

“Mathcar” a racing game for math problem solving.

“The Mysterious Stranger” an isometric city builder RTS game. Features dynamic map loading and many agent pathfinding using flow fields.

Designed and implemented algorithms for fog of war and physics simulation of water by Euler integrator.

Employment History

Zeke’s Guitars (Music Store) - *Personal Business Owner*

Operated a music shop in Talihina.

Dollar General - *Assistant Store Manager*

Assisted the store manager to grow sales for our location. Performed duties ranging from managing cash to stocking shelves. Often traveled within the regional district to help locations facing unexpected difficulties or emergencies.

Walmart - *Overnight Stocker*

Kroger Co - *Department Manager*

Worked alongside my team to encourage fast and efficient stocking practices. Was responsible for my department’s ordering, inventory management, and team scheduling.

Bog Iron Games - *Self Employed*

Worked full time on “Basic Warfare”.

United States Navy - *E1 CTN – Cryptologic Technician (Networks)*

09/2021 – Present

Talihina, OK

09/2021 – 02/2022

Talihina, OK

05/2021 – 08/2021

Fort Worth, TX

03/2019 – 05/2021

Fort Worth, TX

12/2018 – 02/2019

Fort Worth, TX

08/2018 – 11/2018

Great Lakes, IL

Languages

French - Limited working proficiency

English - Native or bilingual proficiency

Spanish - Limited working proficiency

Korean - Elementary proficiency