

Education

Rochester Institute of Technology, Rochester, NY | Bachelor of Science in Game Design & Development, received Dec 2023

Skills

Game Design: Technical Design, Systems Design, Character Design, Puzzle Design, Level Design, Playtesting, Prototyping

Programming: C#, JavaScript, Unreal Engine Blueprints, O3DE Script Canvas, HTML, CSS, Dart, C++, Java

Software

Engines & Editors: Unity, Hammer, O3DE, Unreal, Phaser 2D, Tabletop Simulator, Physics Editor, MonoGame, Box2D, Scratch

Tools: Google, Visual Studio, Visual Studio Code, Audacity, Wwise, Premiere, Photoshop, Flutter, Swagger, FileZilla, Postman

Management: Git, Trello, Atlassian Jira, Google Suite, Microsoft Office, Discord, Slack

Projects

State of Matter | *Engine: Unity → O3DE* | *Genre: First-Person Puzzle Action Shooter*

- Originally developed for IGME 580: Production Studio. A grant was awarded by O3DE to finish development in their engine!
- I made a vast majority of the many design decisions throughout development. For example, I designed all enemy functionality, which includes a multi-phase boss. I was also responsible for all prop placement, the entire escape sequence, and more.
- I created/implemented all SFX, led the team to launch, helped with marketing, and delivered voice lines for the main characters.

Whispers in the Warehouse | *Engine: Unity* | *Genre: First-Person Survival Horror*

- Solo-developing a horror game with the design challenge of being able to use the same space and enemy in new/creative ways.
- Designed a full horror game concept and narrative, a surplus of game mechanics, and 5 unique “nights” that have the player progress through the same environment, but with new pathing, items, and enemy variants. The first night is already complete!

Knockout Arena | *Engine: Unity* | *Genre: First-Person PvE Arena Shooter*

- Solo-developed over a semester for my second time taking IGME 580: Production Studio. This game is still actively worked on.
- Designed a full wave survival game revolving around killing through the environment rather than by damage. I also designed an arena map, combat that utilizes ragdolls, and even a shop system where you interact by using the ragdolls rather than a menu!

Glutton Gull | *Engine: Unity* | *Genre: Third-Person Casual*

- Developed in a team of four, in the span of four days, for the 2024 GMTK Game Jam. This game is still actively worked on.
- I formed the team and designed everything from full concept to all core mechanics, all revolving around the theme of “Built to Scale.” I was the only one in Unity, meaning I did everything— programming, AI, level design, and even animation functionality.

Class of 21XX | *Engine: Unity* | *Genre: 2D Puzzle Platformer*

- Developed in a team of four, over the span of two weeks, during the 2018 USC Summer Game Design Program.
- I was Lead Programmer, teaching myself Unity and C# for the first time and adding functionality for everything aside from UI.

Experience

Game Design Instructor at GameU | *Sep 2024 - Present*

- Responsible for teaching multiple classes a day, both 1-on-1 and in groups, many being neurodivergent kids. There are classes where I teach how to make a game from scratch, and others where I break down game design practices within the industry.

Technical Game Designer, Lead Sound Designer, Co-Producer, and more at O3DE | *May 2023 - Aug 2024*

- Our team was tasked to port our semester-long project, State of Matter, from Unity into O3DE, continuing progress until a full game was made. The game released to Steam on July 19th, 2024, marking it as the first game ever published using the engine.

Game Evaluation Intern at Galaxy Interactive | *Jun 2023 - Aug 2023*

- Participated in multiple playtests (weekly) of portfolio companies' games, partaking in conversations with the development teams at a production level for their prototypes and alphas. Responsible for recording and playing in the sessions, writing extensive commentary, and reporting feedback from the team for each game, gaining experience under AAA industry veterans.

Unity Development & Quality Assurance Intern at Partie | *May 2022 - Jul 2022*

- Responsible for fully developing a 3D desktop application with Unity. This involved C# programming, project management, asset creation, and creating API functionality. I was also responsible for API testing through Swagger and Postman.

Software Engineering Intern at Pypestream | *May 2021 - Jul 2021*

- Participated in daily scrum meetings, developed unit tests, and assisted in secure coding, working closely with a scrum development team in a collaborative remote environment. Worked mainly in JavaScript, React, Visual Studio Code, and GitLab.

Senior Programming Assistant at Emagination Computer Camps | *Jun - Aug 2017*

- Taught and chaperoned kids aged 6-16, involving workshops for Unity, Warcraft III World Editor, C#, Java, and Photoshop.

Activities

D1 Overwatch Team at Rochester Institute of Technology | *Aug 2019 - Jul 2020*

- Played in Tespa matches as the Off-Tank role. I was also the IGL, formulating strategies and leading fight engagements.