

## SKILLS

**Languages:** C++, C#, Python, JavaScript/Typescript, HTML/CSS

**Tools:** Unreal Engine, Unity (3D/2D), Visual Studio, VS Code, Git, Photoshop, Figma, Methodologies (Agile, Waterfall, Scrum)

## EXPERIENCE

### **Game Programming Intern**

**6/2023 - 8/2023**

#### **SAIC - El Segundo**

- Collaborated with a team of two other game developer interns and two engineering interns to design and develop a turn-based wargame in Unreal Engine that utilized Matlab generated data, with the goal of simulating military weaponry for a possible near-future scenario.
- Designed and implemented the multiplayer framework, allowing for three different views of the game: two different players, and an omniscient game master.
- Developed the games's UI that both housed various game actions for all players, and displayed relevant Matlab generated data.

## PROJECTS

### **The Last Crucible**

**1/2023 - 3/2023**

#### **Video Game Design Club Project**

- 3rd-person Souls-Like game, pulling inspiration from Elden Ring and Sekiro.
- Worked with a team of 11 programmers, level designers, and writers to create two levels and a final boss.
- Designed 10 total attacks for the final boss, and programmed and implemented 2 of the boss's ranged attacks.
- Programmed and implemented 2 enemy AI behaviors.

### **Musical Madness**

**4/2022 - 6/2022**

#### **Video Game Design Club Project**

- Top-Down 2D Shooter Dungeon Crawler, utilizing procedural generation for dungeon generation.
- Worked with a team of 6 programmers and audio designers and to ship a fully functional game with three complete levels with increasing difficulty, and soundtrack.
- Designed and programmed the Grand Piano Boss.
- Balanced the difficulty of all enemies and level generation.

### **Light-Runner**

**4/2023 - 6/2023**

#### **Academic Project**

- 1v1 FPS Arena Shooter with online multiplayer functionality using the Steam Online Subsystem in Unreal Engine
- Worked in a team of four total members, coordinating tasks among the team to create a game with a best-of-five round system and three unique maps.
- Designed and implemented the entire movement system, with mechanics in mind to allow for increased levels of skill expression.

## EDUCATION

### **B.S. in Game Design and Interactive Media**

**9/2020 - Present**

**University of California, Irvine**

Expected Graduation: 6/2024