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| --- | --- | --- | --- |
| TECH Unity  SteamVR, Android VR  Google Daydream, Pimax, Vive  Gamemaker Studio, RPG Maker Unreal, Adobe XD, Blender  Fruity Loops  C#, GML, JavaScript, C/C++, Python Skills Taking feature ownership, leading innovation and process maturity, mentoring other developers on best practices, adapting to new technical challenges Education UXQB Certified Professional for Usability and UX (CPUX-F)  International Quality Institute  M.S. Computer Science  University of New Haven  Teaching Assistant, Research Assistant  Python, Intro Programming in C, Intermediate Programming in C/C++  B.A. Sociology  Eastern Connecticut State University | |  |  | | --- | --- | | ExperienceLead Game DEVELOPER • Dark Heaven • PGJ • 01.20 - PRESENT  * Leads programming and project management initiatives for 2020 Sacramento Progressive Game Jam 2.5D platformer *Closed Source*  Full STack Software Engineer • athletereg • 06.18 – 03.20  * Designed, prototyped, implemented, and tested dozens of features in legacy VB ASP.NET stack for duration of two-year, mobile first, redesign initiative for athletereg.com and its portals e.g. [*BikeReg*](http://www.bikereg.com/) * Led design and UX maturity for company; created new policies and procedures based on best practices to achieve iterative, human-centered design  Google Daydream VR DEVELOPER • Muse VR • 03.18  * Ported MuseVR, room scale SteamVR experience, to Google Daydream [*Repository*](http://www.github.com/pclevine/musevr)*,* [*Video Portfolio*](https://www.youtube.com/watch?v=Jzyq3myUiKs&list=PL7C04B2lmd7C4Qgeqhhr-rVo6czvA_-_-&index=3)*,* [*Post-Production Repository*](https://github.com/pclevine/MuseVR)  lead VR DEVELOPER • PRESENTVR • 02.18  * Created mobile virtual reality public speaking simulator that allows the user to use their own presentations [*Video Portfolio*](https://www.youtube.com/watch?v=vEUhsNKF7iI&list=PL7C04B2lmd7C4Qgeqhhr-rVo6czvA_-_-&index=1)*,* [*Repo*](https://github.com/bknie1/PresentVR)*sitory*  VR DEVELOPER • PLANT IT! VR • GDC Hackathon • 11.17  * Hacked mobile virtual reality experience that teaches elementary school girls the fundamentals of photosynthesis and plant biologyin arcade setting [*Repository*](https://github.com/bknie1/Plant-It)  2D DEVELOPER • SPACEJACK • ACADEMIC • 9.17  * Cloned Space Invaders in Gamemaker Studio, with custom art and design twists that set it apart from the classic [*Repository*](https://github.com/bknie1/SpaceJack)  VR Developer • VRACMAN • UNHcFREG • 04.17  * Developed room-scale, virtual reality version of PAC-MAN for SteamVR that was popular with hundreds of attendees, young and old, at the 2018 University of New Haven Scholarship Ball [*Post-Production Repo*](https://github.com/bknie1/PresentVR)*sitory*  lead 2D GAME DEVELOPER • SYMMETRICS • UNHcFREG • 05.16  * Independently developed educational, top down, classic 2D RPG, digital and physical security game. Played by high school students in UNHcFREG’s NSA funded cyber camp [*Video Portfolio*](https://www.youtube.com/watch?v=faPyWgFFk00)*,* [*Post-Production Repository*](https://github.com/bknie1/symmetrics) |  | |