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## Summary

A Junior Programmer that combines game development experience with a formal film education and is looking to create unforgettable cinematic experiences for players. Whether collaborating with or leading a team, proud to be a source of knowledge for colleagues. Strong desire to grow and learn by working with the best in the industry.

## Skills

**Languages:** Strong Knowledge of C++, Java, Javascript, C# Familiarity  
**Programming:** Knowledge of Game Architecture, Design Patterns, Algorithms and Data Structures  
**Tools:** Microsoft Visual Studio, Unreal Editor, Perforce, Jira, Unity Familiarity

## Work Experience

- |  |  |                                  |
|--|--|----------------------------------|
| <b>Waden Kane Studios</b>  | <b>Game Programmer</b>                 | <b>May 2016 to Present</b>       |
| <ul style="list-style-type: none"><li>○ Prototype, implement and test core C++ gameplay code</li><li>○ Collaborate with designers on design and create systems to be extended in Blueprints</li><li>○ Setup and manage Perforce repository</li></ul> |  |                                  |
| <b>SCD (Web Media Company)</b>   | <b>Contract Web Designer/Developer</b> | <b>August 2016 to Present</b>    |
| <ul style="list-style-type: none"><li>○ Develop easy to use content pipeline for future developers</li><li>○ Maintain website template across multiple platforms</li><li>○ Create and refine web graphics, gifs and video content</li></ul>          |  |                                  |
| <b>Student Media Creative Services</b>   | <b>Media Production Associate</b>      | <b>June 2014 to January 2016</b> |
| <ul style="list-style-type: none"><li>○ Led team on completion of large client projects and delivered them ahead of deadline</li><li>○ Regularly called on to teach new hires and assist on overdue projects</li></ul>                               |  |                                  |

## Other Development Experience

**Unreal Engine:** Work-in-progress turn-based horror game.  
**Phaser:** Prototyped Breakout clone and tap-based platformer.  
**SDL/C++:** Created classic game clones using custom engine.  
**Source Engine:** Developed maps and modified source code.  
**Pen and Paper:** Familiarity with several rule systems.

## Education

<b>Arizona State University</b>	<b>Tempe, Arizona US</b>
<i>Film and Media Production (Incomplete)</i>	2012 to 2015
<i>Computer Science (Incomplete)</i>	2015 to 2016

## Favorite Games/Misc Hobbies

**Games:** *Half-Life 2, The Witcher 3, Vampire: The Masquerade, Dota 2, Crusader Kings 2, Soma*  
**Tabletop:** *Betrayal at House on the Hill, Settlers of Catan, Eldritch Horror, Netrunner, Chess*  
**Filmmaking:** *Screenwriting and Film production*