**Technical Skills**  
**Languages:** C/C++ (4 years)

**Software Experience**: Windows, Linux, Visual Studio, GIT, SVN, Unreal, Unity, OpenGL, Vulkan, Nintendo Switch Native development

**Projects:**

**Game Name:** Solaris Fall 2019

**Team Size:** 3 people

**Role:** AI Programmer

**Misc:** SCHMUP based in space. Made a simple level design tool in excel. A dozen simple enemy behaviors including BOIDS

**Game Name:** VECT Spring 2020

**Team Size:** 5 people

**Role:** Particle and physics programmer

**Misc:** 2d top down dungeon crawler.

**Game Name:** Escape From Outerworld Fall 2020-Spring 2021

**Team Size:** 11 people (5 programmers, 3 designers, 3 artists)

**Role:** Engine, Physics, and Tools Programmer

**Misc:** 2d physics based puzzle platformer. Multidisciplinary project. Researched and designed the core engine functionality as an ECS. Made simple tools using IMGUI for level creation and debugging.

**Game Name:** Pogglewash Fall 2021-Present

**Team Size:** 22 people (5 programmers, 4 designers, 10 artists, 3 audio)

**Role:** AI programmer

**Misc:** 3d platformer. Primarily focused on designing and implementing the behaviors of the friendly creature. Made a bug tracking form and spreadsheet.

**Research Projects:**

Hierarchical Task Network for squad based AI Spring 2021

Nintendo Switch Native and Unity projects Fall 2022

**Education**

Digipen Institute of Technology Graduating Spring 2024

BSCS - Real-Time Interactive Simulation

**Work Experience**

United States Air Force Feb 2014- Feb 2018

Cyber Systems Operation Technician - Technical support, Vulnerability scanning

**Miscellaneous**

**Favorite Games:** Chrono Trigger, Megaman Legends, Breath of the Wild, Wind Waker, Guild Wars 1, Beat Saber, Elden Ring, Raft, Starcraft 2, Radiata Stories, Paper Mario TTYD