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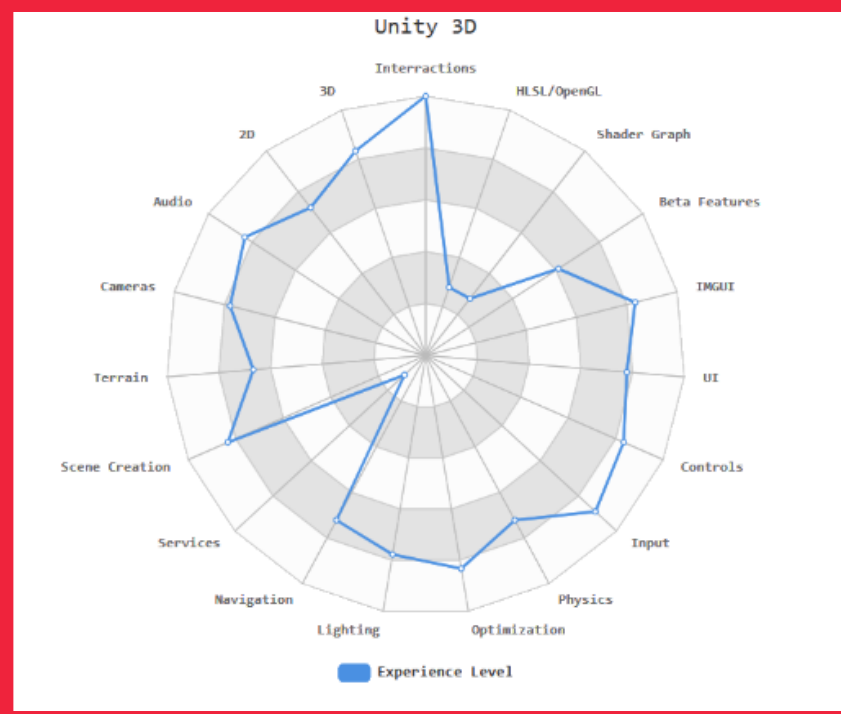
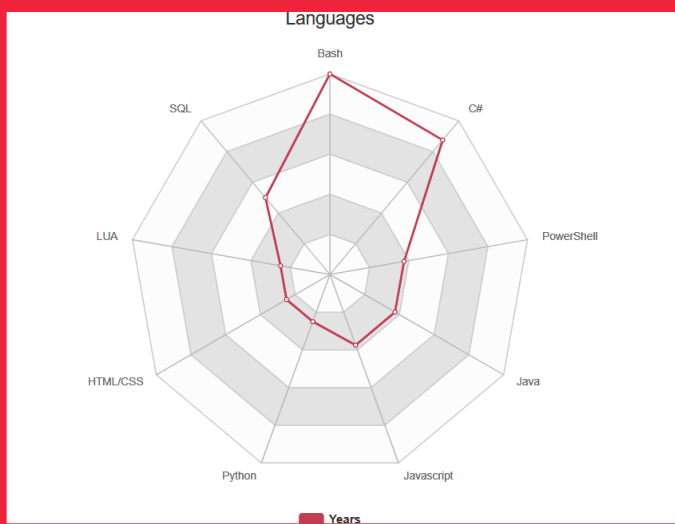
Role: Engineer
Age: 29
Pronouns: They/Them



Indentation Style: Tabs
Arrays start at: [0]

Primary Skills: Gameplay, Automation, and Tools
Secondary Skills: Gamification, Hardware, Technical Writing

After nearly a decade designing and creating tools, games, and automation systems, I still get excited to create new ways to speed up workflows and get teammates past blockers and back into the action more capable and well-equipped than before.



Notable Projects

C#/Unity

- Input wrappers for run-time remappable device profiles
- Camera/Player/NPC Control systems
- Spline generation and animation/pathing systems
- proc/guided-gen mmo ability designer and combat system
- Custom IMGUI editors for most of them.
- Dynamic Linux system and network troubleshooting framework, ui, and modules (Virtual Agent).

#Bash and Debian

- Design and build hardware diagnosis, recertification, and inventory tracking systems for NUC's and VR headsets.
- Automate and integrate VR content delivery, tenant cloud resource creation, and hardware provisioning processes
- InvTool - Inventory tracking and diagnostic tool which greatly expanded Help Desk capabilities
- DBSdebug - Suite of tools to diagnose and correct payroll and time tracking errors as well as several tools to manually explore data
- System Compatibility patches resulting (combined) in several million dollars in negated or delayed replacement costs.

Misc

- Discord Bots and games (C#/Net)
- PH-Wifi Connect Android App v1 and 2 (Java/Android Studio)
- Real-time volumetric reverb and sound occlusion system (Unity3D)
- World of Warcraft addons and macro work (Lua)
- Help Desk KPI system (Unity3D, Cisco Agent, MySQL, Remedy)
- Brand Standards Browser (Javascript/HTML/CSS)
- Audio composition/production and sound design (Ableton Live)
- PCI Security audit compliance patch authoring (Powershell/Bash)

History

Diagnostics Engineer - STRIVR

(Nov 2019- Present)



- Automate and integrate Unity content delivery, tenant cloud resource creation, and hardware provisioning processes.
- Design and build hardware diagnosis, recertification, and inventory tracking systems for NUC's and VR headsets.
- Technical Documentation

Systems Engineer - Pizza Hut

(Nov 2011- Nov 2019)



Owned hardware and system image validation/documentation pipeline. Worked closely with chief systems architect, stakeholders, clients, Help Desk, and vendors to ensure/enforce compatibility and brand standards across a diverse base of POS hardware encompassing over 100k devices.

.Net Developer, Community Manager

(Sept 2019 - March 2020)



Design and build discord user management software for congressional campaign in conjunction with local activists for the purpose of providing safety, communication, state persistence, and data migration capabilities currently unavailable among other commercial solutions.

Guild Master

(Aug 2016 - March 2019)



- Coordinated and executed transfer and rebuild of World of Warcraft guild from low population service to Proudmoore-US.
- Achieved zero attendance induced raid cancellations and zero required pugging from 2018 onward.
- Mentored and promoted officer corps to delegate essential functions.
- Climbed to server Top 100 raiding guild, including multiple top-10 ranked boss kills for US servers.
- Successfully coached and developed multiple raiders into Top 100 World ranked organizations.
- Successfully shifted guild from in-game players-only paradigm to an active, platform-agnostic gaming and social group.

The Archives

- Pixel Virtuosa Group - Audio Technician / Programmer
- Frank Otte's Nursery Centers - Operator/Sales
- Dragons Eye Productions - Music Composition
- Beef O'Bradys - Kitchen Manager (Night)