

## Objective

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Seeking a full-time game programming position

## Skills

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### LANGUAGES

C#  
Java  
C++  
Lua  
Ruby  
MySQL

### FRAMEWORKS

Unity3D  
Oculus Rift

### SOURCE CONTROL

Perforce  
Git  
Subversion

## Interests

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Game AI  
Game Design  
Virtual Reality  
Traveling  
Piano

## Education

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**Carnegie Mellon University**, Entertainment Technology Center, Pittsburgh, PA  
Master of Entertainment Technology, 2016

**University of Virginia**, Charlottesville, VA  
B.S. Computer Science, 2014

## Employment

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### Simcoach Games - Game Programming Intern (C#)

Summer 2015 ▪ Pittsburgh, PA

- ✓ Developed and **published two mobile games** on both Apple and Android app stores
- ✓ Utilized basic mathematics to detect various swiping gestures
- ✓ Programmed a TSV parser to allow for easy content modification
- ✓ Constantly collaborated with lead artists, game designers and producers

### Symantec - Software Engineering Intern (C++)

Summer 2013 ▪ Herndon, VA

- ✓ Provided a basis for efficient data logging through the implementation of a queue and documentation
- ✓ Created a consumer thread for grabbing logs from queue using POSIX threads API

### Symantec - Research Programming Intern (C++)

Summer 2012 ▪ Herndon, VA

- ✓ Translated from paper to C++ my mentor's algorithm (calculating unknown network topologies)
- ✓ Parsed topology data in order to simulate it through Network Simulator 3 in C++
- ✓ Utilized Linux tools (Gnuplot, Twopi) to graph all topologies and data gathered
- ✓ Allowed my mentor to test and visualize the limits of his algorithm for presentations

## Projects

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### EA READ - Game Programmer (C#)

Fall 2015 ▪ Pittsburgh, PA

- ✓ Made an interactive, educational game that encourages children to read through voice recognition and storybook animation
- ✓ Wrote a scalable Unity framework for animating storybooks with voice recognition
- ✓ Utilized EA APIs to communicate between mobile devices and TV with JSON messages

### CaveMen - Game Programmer (C#)

Spring 2015 ▪ Pittsburgh, PA

- ✓ Made two games for the Cave, a three-walled projection space with a motion floor
- ✓ Developed different prototypes using Kinect and PS Move in Unity3D
- ✓ Created different Kinect interactions using linear algebra
- ✓ Wrote graphing algorithms for a drag-and-drop tetris-like game in the CAVE

### An Ant's Life VR - Game Programmer (C#)

Fall 2014 ▪ Pittsburgh, PA

- ✓ Invited to present at **CREATE Festival, Maker's Faire, and ACM's CHIplay**
- ✓ Developed an Oculus virtual reality game using a PS Move for movement
- ✓ Created a unique 2D world within a 3D space by billboard sprites
- ✓ Published an extended abstract of the game on [ACM's digital library](#)