



SOFTWARE

UNITY 5
UNREAL ENGINE 4
VISUAL STUDIO
PERFORCE
HANSOFT
GIT
PHOTOSHOP

LANGUAGES

C/C++
C#
OPENGL/GLSL
XML
HTML/CSS
PYTHON
LUA
JAVA

SKILLS

SOFTWARE ENGINEERING
AGILE DEVELOPMENT
DATA DRIVEN DEVELOPMENT
PROCEDURAL GENERATION
SYSTEM DESIGN
TOOLS DESIGN
DATA STRUCTURES
TEAM MANAGEMENT
CROSS-TEAM COMMUNICATION

TEAM PROJECTS

LA RANA**5 MONTHS, 2018***Lead Software Developer – Team of 14 - Unreal Engine 4*

- Sprint planned and negotiated deliverables for software development team
- Planned and documented major game systems
- Created and managed builds as standalone executables and Steam build uploads.

INTERSTELLAR RACING LEAGUE**4 MONTHS, 2018***UI Programmer – Team of 60 – Unreal Engine 4*

- System design and implementation of all menus and UI elements
- Worked closely with artists to ensure UI elements were conveying correctly

UNWELCOME**3 MONTHS, 2017***Sole Programmer – Team of 5 – Unity 5*

- Programmed turn-based tower defense system, complete with enemy waves and three place-able towers which displaced AI
- Developed tools for designers to quickly prototype levels
- Maintained acceptable performance on android tablet

INDIVIDUAL PROJECTS

PROCEDURAL NARRATIVE THESIS**10 MONTHS, 2019***Personal Engine*

- Procedurally generated narratives using a directed graph structure and data-defined event nodes

ROGUELIKE DIRECTED FOCUS STUDY**3 MONTHS, 2019***Personal Engine*

- Created top-down roguelike with procedurally generated maps, quests, and non-player characters

PERSONAL ENGINE**2 YEARS, 2019***C++, OpenGL, FMOD*

- Created personal development engine with robust rendering, input, audio, and UI systems, as well as profiling tools and a developer console.

EDUCATION

GUILDHALL AT SMU**2017-2019**

Masters of Interactive Technology, Programming Specialization

OBERLIN COLLEGE**2012-2016**

Bachelor of Arts, Computer science



