



## WORK EXPERIENCE

### R&D Engineer

Disney ABC Television Group  
December 2017-Present

Create prototypes utilizing disruptive game hardware technologies and develop unconventional applications for game engines spanning TV, VR, and AR. Key presenter of project outcomes to executives explaining the development process and results. Hire and manage contractors and interns, as well as manage relationships with hardware suppliers, existing clients, and potential clients on hardware projects. Create tools to automate QA and add predictive error reporting within data projects.

### R&D Intern

Disney ABC Television Group  
September 2016-December 2017

### Technical Consultant

3D LIVE // AXO  
June 2016-September 2016

Programmer for a number of different multiplayer VR projects for clients including DELL, The PGA Tour, and others. Programmed all network functionality and the majority of gameplay-related code. Created local leaderboard system as well as in-game 2D & 3D UI (UMG). Seamlessly integrated physical simulators and additional spectator machines with games. Exhibitions of work included VRLA, DELL Match Play, and IAAPA.

### Game Programmer

The Mean Greens: Plastic Warfare  
Virtual Basement LLC., North Hollywood, California  
June 2014-September 2016

## EDUCATION

### Bachelor of Science, Media Technology

Game Programming & Design Concentration  
Graduated May 2016, Magna Cum Laude  
Woodbury University, Burbank, California

## AWARDS & EXHIBITIONS

Disney Inventor Awards (4)

DELL Match Play Fan Experience '17, in partnership with The PGA Tour World Golf Championship

IAAPA '16, in partnership with Mediamation Inc.

Game Developers Conference '16 Featured AR Demo, in partnership with Technical Illusions/CastAR

Game Developers Conference '16 Exhibitor, in partnership with Microsoft's ID@XBOX initiative

SIGGRAPH '15 Exhibitor, in partnership with Epic Games

E3 '15 XBOX Press Conference, in partnership with Microsoft Corp.

## TECHNICAL SKILLS

Blueprint scripting, C++, Arduino, Processing, openFrameworks, HTML, CSS, Bootstrap

Unreal Engine 4, Perforce, Github, Subversion, Unity, JIRA, Illustrator, Keynote