**Education**

Shawnee State University – Portsmouth, OH Fall 2020 – Present

*Bachelor of Science in* **Digital Simulation and Gaming Engineering**

* GPA: 3.77

**Work Experience**

Allen Control Systems – Austin, TX January 2024 - Present

*Game Programmer*

* Tasked with maintaining and improving simulations used for training soldiers on with military weaponry.
* Collaborated with a team to create realistic images for accurate detection and targeting of drones.

Shawnee State University – Portsmouth, OH July 2021 – Present

*Lab Tech*

* Tasked with ensuring 60 computers stay operational with up to date software
* Manage leasing out items to students and faculty along with keeping records of the exchanges
* In charge of being available to fix a problem that someone is having with one of the machines be its connectivity issues, to a complete reformat of the machine.

**Projects**

Isles Of Aether – 2023 Shawnee State January 2023 – Present

* Project manager to ensure a group of 6 artists and 11 engineers stay within scope and timeline for a successful development of the game.
* Created multiple systems that the player and enemies can both utilize to improve productivity of distinct features.
* Handled all aspects of a melee combat system that allows for smooth sequencing of attack animations.
* Developed an auto builder for the game to improve QA testing.

Cowboy Defense Force – 2023 Epic Mega Jam September 2023

* Aided in creating network base multiplayer.
* Created a player revive system for multiplayer interactions.
* Handled shooting, reloading, and swapping for all the players weapons.

Delve – 2022 Shawnee State Game Jam September 2022 – October 2022

* Utilized the Godot Engine to design a challenging platformer with a theme of deception
* Designed multiple mechanics from collectibles to omnidirectional moving platforms that can be easily manipulated by the level designer.

**Skills**

* Python
* C/C++
* C#
* Unreal 5
* Unity
* Perforce