**Projects**

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

* Utilized the Godot Engine and GDScript to design a challenging platformer while incorporating the given theme of deception.
* Assumed the role of lead and directed a team of nine to produce a functional game within a 7-day period.
* Designed multiple mechanics from collectibles to omnidirectional moving platforms that can be easily manipulated by the level designer.

Critters – 2022 Shawnee State October 2022

* Assigned the task of making a simple shooter-style game in the Unreal Engine but pursued an ambitious VR horror game that met the requirements.
* Developed aspects of noise detection through blueprints that will give the player the feeling that their actions will draw the enemies closer to them.
* Incorporated the use of the landscape and foliage tools to create a forest-themed environment to immerse the player further.

Pinball – 2022 Shawnee State November 2022 – December 2022

* Improved upon my knowledge of the Unreal Engine by using a mix of both blueprints as well as C++ using Rider as the IDE and perforce for the repository.
* Tasked as the lead programmer and was the main designer of the gameplay features in the project.

**Skills**

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

**Relevant Work Experience**

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 reformate of the machine.

Jackson City Schools – Jackson, OH Summer 2022

*Tech Intern*

* Tasked with reinstalling computers across five different buildings to ensure a smooth start of the school year.
* Collaborate with a group of two others to convey accurate issues in a clear and concise manner.

**Other Work Experience**

Bellisio Foods (Food Manufacturer) – Jackson, OH Summer 2020 – Summer 2021

*General Worker*

* Collaborated with a team of 6-10 people all in charge of making sure the production line stays operational and ensuring duties are done in a safe and sanitary manner according to company and federal guidelines.
* Entrusted with releasing other workers on breaks and taking over their positions until they return.

**Education**

Shawnee State University – Portsmouth, OH Fall 2020 – Present

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

* GPA: 3.76
* Dean’s List (4 semesters)

Rio Grande University – Rio Grande, OH Summer 2019

*General Education Program*

**Relevant Coursework**

* Calculus 1 & 2
* Game Programming Foundations 1 & 2
* Computer Graphics 1 & 2
* Concepts of 3D Graphics and Math
* Systems Programming
* Object Oriented Programming and Software Engineering
* Data Structures
* Linear Algebra
* Algorithms
* Operating Systems
* Realtime Interactive Programming 1
* Calc-Based Physics
* Concurrency
* Networking and Communications