

Creative software engineer focused on low-level systems. Strives to write code that runs fast and is memory-efficient, but is easy for the whole team to use and understand. Enjoys debugging and learning about the next big problem.

Experience

Behaviour Interactive

Montreal, QC Canada

Senior Systems Programmer

Dec 2022 - Present

- Owning the integration of several external technologies on Meet Your Maker including Wwise, AMD FidelityFX Super Resolution, and Sony DualShock for PC Games
- Profiling and optimizing memory and performance across Gen 8, Gen 9, and PC
- Previously worked as a full-time intern on back-end server development

Systems Programmer

Nov 2021 - Nov 2022

Network Programming Intern

May 2017 - Aug 2017

Blizzard Entertainment

Albany, NY USA

Software Engineer

Jul 2020 - Oct 2021

- Member of the systems expertise group with a focus on performance
- Authored core engine components for Diablo II: Resurrected including the C++17 job system, file streamer, and render graph
- Owned the "Translation Layer" system which remapped events and information from the underlying 2D game into 3D
- Location was previously Vicarious Visions, an Activision studio; past projects include Destiny 2: Forsaken and support on Call of Duty: Black Ops 4

Associate Software Engineer

Mar 2019 - Jul 2020

Junior Software Engineer

Jun 2018 - Mar 2019

Emergent Media Center

Burlington, VT USA

Platform Programming Intern/Co-op

Sep 2017 - May 2018

- Solved gameplay tasks for projects using the Xbox Kinect 2, Oculus Rift, and HTC Vive
- Lead the mobile optimization effort for BREAKAWAY, a Unity game targeting low-end Android devices
- Assisted on an interactive art project currently installed in Burlington Airport

Moment Factory

Montreal, QC Canada

Creative Developer Intern

Jan 2017 - Apr 2017

- Used advanced technology, including a Velodyne LiDAR Puck, to develop gamified experiences with the Interactif Team
- Partnered with other interns and full-time team members to build Unity and TouchDesigner prototypes
- Completed tasks involving gameplay and network programming

Education

Game Programming, BS

Champlain College

Burlington, VT USA

Aug 2014 - May 2018

Completed solo and team projects, including PC, mobile, and VR games.

Studied abroad in Montreal (Jan-May 2017). Experience as a gameplay, AI, network, and tools programmer.

Selected coursework:

- Vectors & 3D Math
- OpenGL Programming
- Game Architecture
- AI for Games
- Networking for Games
- Artificial Opponents

Skills & Tech

Languages

C++; C#; C; Python; JavaScript.

Software

Visual Studio; Perforce; Git; Clang/LLVM; Jira.

Personal

Native English; limited working French; team leadership; strong public speaker; musician and gamer.

