

EDUCATION

New York University

Tandon School of Engineering
B.S. Integrated Digital Media
Minor in Game Engineering
2015 - 2019

HONORS

Dean's List
2016 - 2017

Eagle Scout
Troop 715

SOFTWARE

Unity (VRTK, ARKit)
Visual Studio
GameMaker
Blender
Maya
Reaper
Adobe Premiere
Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Microsoft Office

LANGUAGE

C#
C++
Javascript
HTML5 / CSS
Python

WORK EXPERIENCE

Evava VR | AR Unity Developer Intern

September 2019 — Present

Responsible for implementing AR experiences such as facial tracking, body tracking, object placement, and 3D line draw for an unreleased AR iOS app using Apple's ARKit 4 on Unity.

Wireframed and UI designed prototypes of the app for business pitches and early user testing.

Konami | QA Tester

December 2019 — March 2020

Investigated / reproduced bugs and reported them via JIRA to ensure the game worked as intended.

Trained in issuing test cases for Microsoft TRG, Sony TRC and Steam.

Tandon Online | Game Developer

April 2018 — August 2018

Developed "Teaming Beams", an online multiplayer block-stacking game as an educational tool for an online graduates course in NYU.

Managed to learn Unet (deprecated), server hosting, project pitching, and prototyping to meet the 3 month deadline.

RELEVANT PROJECTS

Waifu Simulator | Passion Project

November 2019 - Present

An AR app where players foster and developer relationships with randomly generated anime characters on their phone.

Prophecy's Chosen | Senior Project

March 2019 - May 2019

A challenging soul switching dungeon crawler where players change between three characters to solve puzzles and defeat tricky bosses.

Grounded | Programmer / Puzzle Designer

October 2018 - December 2018

VR puzzle / art game about an amnesiac and lonesome farmer who discovers that there's a guest in his now unfamiliar home.