

## 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 2020 — 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.