

EDUCATION

New York University

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

HONORS

Dean's List 2016
Dean's List 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

Programming facial tracking, body tracking, object placement, and 3D line drawing features for an AR app using Apple's ARKit 4.

Wireframed and interfaced prototypes of the app for business pitches and early deliverables for testing.

Trained fellow colleagues in Unity to boost productivity and communication during remote work periods.

Konami | QA Tester

December 2019 — March 2020

Provided bug reports on JIRA to relay functionality and technical compliance issues.

Received training in conducting console test cases for Microsoft TRG and Sony TRC.

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.

Self-taught Unet, 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 develop 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.