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219 E Garifled St, APT 310
Seattle, WA 98102

WORK EXPERIENCE

- Software Development Engineer, Amazon; Seattle, WA** **2017-Present**
Worked on Device Metrics and Services team. Developed tools to support app and device development. Coordinated closely with fellow engineers to iterate rapidly on code changes, maintain services, and support other teams.
- Games Engineering Intern, Nickelodeon Games; Glendale, CA** **Summer 2016**
Programmed an interactive media application using Unity and Xcode (iOS). Created data-driven behaviour modules. Implemented dynamically linked objects and properties. Participated in Scrum, pull requests, and used JIRA.
- Lead Engineer, Fay Games; Amherst, MA** **2016-2017**
Developed JSON tunable variables, analytics, and in-app purchases. Maintained object-oriented codebase in Unity3D. Onboarded new engineers.
- Game Programming Intern, Petricore Games; Worcester, MA** **Fall 2015**
Programmed an update for popular mobile game, *Mind the Arrow* in Unity 3D. Used Perforce version control. Practiced Kanban Agile development.
- Producer and Game Programmer, MassDiGI; Worcester, MA** **Summer 2015**
Managed team of programmers, artists, and audio designers. Regularly delivered builds using Xcode, TestFlight, and Unity 3D. Integrated SDK to communicate with Bluetooth devices. Engineered game-wide user interface.

EDUCATION

Hampshire College, Amherst, MA, Bachelor of Arts, Computer Science & Game Dev, May, 2017

LEADERSHIP EXPERIENCE

- Executive Director, GlowLime Games; Amherst, MA** **2015-2016**
Developed a for-education game development initiative in the Five Colleges. Built a diverse management team. Obtained funding and constructed the organizational structure. Engaged over 100 students.
- Lead Programmer, Hampshire College; Amherst, MA** **Spring 2016**
Lead team of seven programmers. Collaborated using GitHub and Unity. Practiced Kanban Agile methods via Trello. Communicated via Slack. Promoted an object oriented approach in Unity 3D.
- Teaching Assistant, Hampshire College; Amherst, MA** **2015-2016**
Helped introduce students to programming and game development. Held office hours and remained consistently available to assist students with their projects. Taught Unity 3D, C#, & GitHub.
- Orientation Leader, Hampshire College; Amherst, MA** **2014-2016**
Introduced new students to Hampshire. Facilitated group discussions and team-building exercises. Planned activities and lead groups of students.
- Search Committee, Hampshire College; Amherst, MA** **Winter 2015**
Served on search committee to hire a Five College Visiting Assistant Professor of Art and Technology. Reviewed applications, interviewed, and met candidates.

SKILLS

Programming & Markup Languages

C#, JavaScript, Java, C, Objective-C, Python, Clojure, R, Ruby, HTML, CSS, Assembly, JSON, XML

Libraries, Frameworks & APIs

jQuery, Bootstrap, Angular, Ruby on Rails, Python Django, Mixpanel, 2D Toolkit, PyTest, HTML5 Canvas, Java EE, Mockito