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WORK EXPERIENCE

Software Engineer, true[X], Seattle, WA Developed new ad capabilities. Built ad renderers for Connected TV devices.	2018-Present
Software Development Engineer, Amazon; Seattle, WA Worked on Device Analytics and Services team. Developed client libraries for mobile devices. Implemented features and performed DevOps on live, distributed microservices. Built end-to-end automated testing solution.	2017-2018
Games Engineering Intern, Nickelodeon Games; Glendale, CA Programmed interactive media application using Unity 3D and Xcode (iOS). Created data-driven behavior modules. Implemented dynamically linked objects and properties. Participated in Scrum, pull requests, and used JIRA.	Summer 2016
Lead Engineer, Fay Games; Amherst, MA Implemented analytics, in-app purchases, and JSON tunable variables. Maintained object-oriented codebase in Unity 3D. Onboarded engineers.	2016-2017
Game Programming Intern, Petricore Games; Worcester, MA Programmed update for popular mobile game, <i>Mind the Arrow</i> . Used Perforce version control. Practiced Kanban Agile development.	Fall 2015
Producer and Game Programmer, MassDiGI; Worcester, MA Managed programmers, artists, and audio designers. Delivered builds using Xcode, TestFlight, and Unity 3D. Integrated SDK to communicate with Bluetooth devices. Engineered core system and game-wide user interface.	Summer 2015

EDUCATION

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

LEADERSHIP EXPERIENCE

Executive Director, GlowLime Games; Amherst, MA Founded for-education game development initiative in the Five College Consortium. Built diverse management team. Obtained funding. Designed structure. Engaged over 100 students.	2015-2016
Lead Programmer, Hampshire College; Amherst, MA Lead seven programmers. Architected object-oriented codebase. Collaborated in GitHub and Unity 3D. Reviewed pull requests. Practiced Kanban Agile methods in Trello. Communicated on Slack.	Spring 2016
Teaching Assistant, Hampshire College; Amherst, MA Introduced students to programming and game development. Taught object-oriented programming, Unity 3D, C#, and GitHub. Held office hours. Remained available to assist students with projects.	2015-2016
Orientation Leader, Hampshire College; Amherst, MA Introduced students to Hampshire. Planned orientation agenda. Facilitated discussions and team-building exercises.	2014-2016
Committee Member, Hampshire College; Amherst, MA One of two students to serve on search committee. Reviewed applications, interviewed, and met candidates. Hired Five College Visiting Assistant Professor of Art and Technology.	Winter 2015

Programming Languages

Java, C#, Python, Objective-C, JavaScript, Swift, Bash, Ruby, C, Clojure, R, Assembly

Libraries / Frameworks / APIs

jQuery, Bootstrap, Angular, Ruby on Rails, Python Django, PyTest, Node.js, Mockito